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GENER GUZMAN

Minecraft III

The Story of Steve

MINECRAFT SERIES

Mojang

Stockholm, Sweden and Redmond, Washington, US

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This is a work of fiction. Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

This book is dedicated to
all Minecraft gamers

ACKNOWLEDGEMENTS

I found Minecraft interesting for me to play and wanted to make some stories or shows about it. With me knowing Minecraft, I can have different experiences and have fun. I even take inspiration from the games that used to help me attempt to recover from a mental illness that caused me to struggle in certain areas of life, making life challenging and stressful in some parts of it. I even had fun playing Minecraft and searching up in order to come up with the “dots” that can help connect the story I am about to make. In addition to the already existing Minecraft worlds, I have already created many worlds through creative mode and come up with models that would help them become the source of one of my stories. This is very important because I am exploring ways for me to become good at things using my strengths.

Details coming soon.

FOREWORD TO THE EDITION

Coming Soon.

Hiring New Writers.

AUTHOR/WRITE NAME HERE

ONE

England 1781

I am on my boat sailing to a better village than the one off the coast of the English Channel. I am traveling along the river with my oak boat that I have crafted since I left South America through the north coast. I am not the only one traveling to the village, but Alex is riding with me. We traveled through the small British swamp biome before we saw a village we wanted to settle down. We talk to each other about the development of our lives and the history of it. I am one of the strongest people in the entire world where I am able to carry lots of heavy loads of items, even building blocks, in my inventory alone. However, my inventory is limited because it can get full. I even have 32 chests with heavy loads of items in there, in my inventory. What is outside of the chest but in my inventory is golden items and chain armor as well as the basic ones such as food and money. The emerald is the main source of money in the world, but different countries have different amounts of money. For example, one European emerald is equal to two Asian emeralds or three African emeralds. I also pack up diamonds and travel items in my hotbar.

Just before we arrive at the village, Alex and I are talking about the history since our birth. We have different stories that lead to the same outcome today.

I was born in 1760 with my parents choosing the name Steve, which is me. I grew up as a tribal member in the jungle for about 15 years. During these times, I spent time with my family by learning how to survive and communicate using our local language. Later after I was just about to learn how to live independently, my family decided to take a vacation around the jungle. Other people within the tribe followed us as well, willing to seek new territory for expansion. The vacation was dangerous because some other tribes attacked us as well as other mobs both day and night. The vacation lasted until the family returned home. Once the family and other members of the tribe returned home, the family established it as the capital of the tribe. The capital was in good condition until all of a sudden that a siege struck. As a result of the siege, nearly everyone in the capital either fled to other areas within the tribal territory or died. I am the only survivor to stay in the capital though in which I was alone.

After I felt alone, I started to redevelop my life by building a better shelter and better weapons. I even got to live like most people during the stone age but all by myself. Shortly after I live all by myself, I travel to places within the jungle and even leave the jungle for a little bit. I learned how to farm which nobody in the tribe had ever done before. Shortly after farming, I decided to find a better location such as a village. As a result, nobody lives in the capital anymore. Eventually, I found civilization for the first time and learned english there. I also learned how to believe in Christianity as well. I also learned how to become a villager. I started school when I first arrived at the village near the former capital of my tribe. I eventually moved to the north coast of South America and spent time enjoying the beach.

Shortly after spending time at the beach, I took my first voyage to Great Britain and arrived at the southern village island there. I settled down in the village and learned more about the village. I even built a church there for a good time. Shortly after building a church, I ran down to the English Channel and spotted traders coming from the North Sea Islands. When I spotted traders, I saw Alex made it a best friend. I then spent about four years with it until I fell in love with him/her. After that, I took another voyage to where I am now.

After talking about my history, Alex talks about her history. It was born two years after me in 1762 in the river village where I am heading to now. That is why it asked me to take a voyage there from the south island village four years ago. It grew up like an ordinary British citizen and spent its childhood farming. When he/she became a grown-up, it traveled south to the south island village where I met it because I was the one who created grass paths to connect to the English Channel to promote trade. It went to the village to pick up foreign items. It spent four years with me before riding to its birth village.

After talking about history, Alex and I talk about appearance. I have dark skin with black-brown hair and a beard as well as navy blue eyes. I am wearing a light-blue shirt and dark blue pants with gray shoes. Alex has light skin with blonde-orange hair and green eyes. It wears a green shirt and brown pants with gray boots.

Eventually, we arrive at the port that leads us to the village. We dock the boat together and get off the boat. After getting off the boat, we explore the village for a little bit before finding the center of the village. The center of the village is where the gathering site is, which includes the bell. I want to build a big house right next to the gathering site, so that I am more likely to become the mayor of the village. I want to become approved by the king, showing my

strengths that prove I can lead the village. I am designing my house to make room for two people because Alex is moving in with me as well.

I spot a good empty space where I can build the house. Because building a big house requires lots of work, the two are building the house together. Alex is almost as strong as I do. Using all of our strengths, we build the house as fast as we can before the night falls. At the corners and roof sides of the house, we use oak logs. For the walls and the floor, wooden planks are used for that. Cobblestone is being used to build the simple roof. Wooden stairs and planks are used to make a complex roof to look like British architecture. We make room for ten windows on the sides, five on each side. We built five windows, two on the front and three in the back. However, the two windows in the back are connected at the back center. There are three doors being used in the house, two of them being iron. The iron doors are all at the front entry to the house where they are only opened through redstone technology like buttons, switches, and levers. There are two stone buttons and two wooden buttons. Looking east, the wooden buttons are on the right side while the stone buttons are on the left side. The third door is wooden and is being used to access the backyard. The backyard is bordered by cobblestone to the left and fences to the north and east. There is direct access to the backyard through the fence gate on the east side of the yard. The backyard is going to be used for gardening and work.

Inside the house are torches that are closer to the front than the back in order to keep the back of the house darker for sleeping. The front of the house includes a furnace to the left that serves as the kitchen and the crafting table as the living room. The bedroom is in the back side of the house. The armor stand and the trash chest are located between the living room and the bedroom. Each section of the house has a large chest, but the bedroom has two.

Each large chest contains a pattern of items there depending on the type of section. For example, the kitchen chest contains items that can be smelted, fuel, and of course food. The living room chest contains all items that are considered materials and not a final product. They are intended to be used as materials to craft final products. Products that are crafted but not final yet are intermediate products. They are also materials that can be crafted even further into a final product. There are a total of three chests in a bedroom, two being large chests, and one small chest being used as a trash. The bedroom large chest closest to the kitchen is used to store building blocks and yard items such as seeds and flowers. The other large chest is used to store personal items such as weapons, tools, and misc items such as a clock, compass, and emerald. The trash chest is used to store items that are useless or rarely used. The armor stand is used to store armor being used everyday such as the diamond. Item frames are being installed in the house. They are used to store useful items in the hotbar everyday such as diamond items.

After we build our house, we prepare for the night. We make sure everything in the house is organized correctly with all items stored in the correct chest. Last, we go to bed.

We take up together at the same time and get ready to build something new that no one has ever done before. We pack up our inventories with lots of building blocks and items needed to build. We also pack up basic items like food, weapons, and tools in case we need them. I also pack up my book and quill, so I can write directions to hired workers for the factory. We plan to build our factory with the first industry being the textile. That means we need lots of wool of all colors. These wools are to be turned into carpets, fabric, beds, etc. In order to make wool products faster, crafting tables should be powered up by a machine called the water frame. The water frame gets its power from a source of water such as the river.

After we plan and pack up everything, we return to the port we docked yesterday. Our first factory is going to be located to the right when we face west towards the port. The factory is going to have a total area of 55 m^2. The interior area is going to be 27 m^2. We only use wooden planks to build the ground and nothing else. All we use for the rest of the structure is cobblestone. We always make room for as many windows as possible. In this case, we make room for about ten windows, one on each side. In reality, we are only building a total of eight windows, three on the front and five on the back. The other two spots are used for wooden doors. The doors are located on the sides of the factory all on the front. These are the main entrances to the factory, but there is one minor entrance to the factory which is from the mines. The mines are intended to be used by factory workers to gain resources before crafting at the factory. By far, we have only built the structure of the factory with only stone and wood before lunch.

After taking the lunch break, we continued to build the factory for the rest of the day. Our goal is to finish the factory and open it tomorrow morning to all workers. We resumed the construction by building doors and windows to the factory. Then we install crafting tables and two large chests. The crafting tables that are located on the back are in front of the back windows. There is only one crafting table in front of the front window surrounded by the two large chests. There are a total of five crafting tables. The back left corner of the factory leads to the mines where ladders provide workers to go through. Not to mention we also install four torches at the center of each side of the factory. Finally, we power up the factory by building a water frame. The water frame is made up of stone blocks and a cauldron with water in it.

After we power up the factory using the new water frame, the factory is finished and is ready for opening tomorrow. We return home and sleep.

After we wake up the next day, we are thinking about decisions between factory construction on Sunday and going to church. We argue that we should've gone to church yesterday since it was Sunday. Today is Monday, so I decided that today would be the grand opening of the new crafting factory. I am hiring unemployed villagers across the village to work at the new factory to produce textiles for the village and the entire nation. We are also planning to build another factory across the crafting factory. The new factory is going to focus on smelting materials into final products or a further material such as iron or gold. It is also going to be powered by a water frame from the crafting factory as well. The only way to power up the new factory is connecting the two factories with cobblestone above the grass paths leading to the village from the river port. After planning, we start construction.

We actually examine the site and learn that the space is much bigger than the crafting factory space. The area for the smelting factory is 77 m^2, which means that there are 22 more blocks than in the crafting factory. The ground interior is 45 m^2. The two factories share similarities such as the position of each type of block we use. There are major differences between the two factories. One is the position though. The mine entrance is on the back right side of the smelting factory. The biggest difference is that there are going to be lots of blast furnaces though. I am not sure if it is ok to move all of the armorer's blast furnaces to the new factory, so they can work together and fast because of the water frame.

Just like yesterday, we take our lunch break after finishing just the stone and wooden structure. The afternoon remains the same. We build doors and windows. We also install lots of blast furnaces. There are two large chests surrounding the front blast furnace. Because the factory is bigger, blast furnaces cover the center of the factory.

When sunset comes, we have just finished the factory. All we need to do is to power it up and open it tomorrow. I build cobblestone blocks that connect the two factories above the grass path. I decorate it with one welcome sign and one exit sign.

After powering up the smelting factory, sunset is over. We rush back home and organize everything in a chest. Last, we lay down and fall asleep.

When we wake up, we skip breakfast. This is because we are not hungry yet though. We pack everything we need, including armor because we are going to do some mining at some point. Everytime we build something, we have to make sure that its functions work, such as the machines we just built as well as inspecting the building itself. We do not want to open anything with any errors or broken content. This is why we plan to test first. We are planning to spend three days, including today, testing both the crafting and the smelting factories.

Our first factory to inspect is the crafting factory. The crafting factory is home to the first industry ever which is textile. Textile industry is the first industry that crafts wool items such as beds, carpets, flags, painting, etc. It also crafts leather items such as armor and clothing as well as items used for comfort. We have to make sure the factory is functioning though. We notice that we forgot the materials needed to craft final items and products, so we return home as fast as we can and return to the factory. We get a little hungry, but we decide to skip lunch for a while. We plan to eat bread and watermelon for dinner tonight instead of meat. We only eat meat on Sunday, Wednesday, and Thursday, but it is Tuesday today. Once we return to the factory, we use wooden sticks and white wool to craft a white banner. We also craft three square meters of white carpets as well. After the crafting, we place the banner in front of the smelting factory next to the welcome sign. We put the carpets in the chest before we start writing.

We spent a few hours writing though. In writing, time seems to slow down while we write as fast as we can. I am the only one to write the book, but I only write half a page long as I am reserving information for the smelting tomorrow. Right now, I do not know how to write on another page yet. I am still learning how to though. I plan to learn on Thursday.

After our quick writing, we inspected the factory all together for a little bit. Then we start to mine. Once we mine, we spot lots of coal and some iron as well. We mine all of them we see and even mine a diorite stone. After mining all that, we continue into the mines and inspect the small cave for future mining. We resurface and look at the factories. Then we go back down as quickly as possible before the night comes. Because we do not have much time, we risk ourselves falling into the mines and taking a small amount of fall damage. We inspected the cave and planned to mine down with ladders there. Shortly after inspecting again, sunset begins. We return home and eat bread and watermelon for dinner. We put everything away and go to sleep.

Once we wake up again, we do not have to worry about breakfast, but we have to worry about finishing the inspection of the factories before we consider opening them to the villagers. We pack up everything we need except armor. We do not need armor for today. After we make sure we have everything, we finish inspecting the crafting factory. Since yesterday, we are able to craft things a lot faster than ever before. This is because all the crafting tables become machines powered up by the water frame. We test the crafting tables again and craft one bed and one painting. We read the crafting book together and craft the respective items. We put all of them in the final product's chest which is located at the door closest to the water frame. After we craft, our first crafting factory is ready to open to the unemployed villagers. However, only nine unemployed villagers can work as the tenth one is for us to produce.

Because we are not hungry, we skip lunch, but we take our lunch break. After taking our lunch break, we moved on to the smelting factory. For only today, we are only testing the blast furnaces. The smelting factory is made up of regular and blast furnaces. The regular furnaces are located on the front and middle rows while the blast furnaces are on the back row. During lunch time, factory workers are welcome to cook their own food for lunch if they are responsible enough. After we examine the factory and make sure it is working, we inspect all of the blast furnaces to make sure it is working. We smelt all kinds of ores like iron and gold. We smelt as much as possible. After smelting, we start to write the first page again.

When I write, I only write on the first page. It is about the overview of the factory. It contains lots of content such as how to use each machine and the rules of working. Writing the book about factories and distributing it across the nation is the way to attract villagers to work in the factory. We are writing our first, original copy of the book before making other copies. The way we make other copies is by printing as many books as possible in the crafting table. That is going to be done both at home and at the crafting factory. We might plan to make a separate factory specific to printing and typing. I still do not know how to move onto the second page and on. I need that skill to write the book in much detail and distribute it to the nation. The book is planned to be at least ten pages long in the first version. The book is planned to have three versions with the second version being about 50 pages and the third version being about 100 pages. The later versions have much more detail than the first ones.

After I write and try writing on the second page, sunset begins. We begin to wrap up the smelting factory, so we can continue testing it tomorrow. All we have to test tomorrow are the regular furnaces. We return home and put our inventory items away. Last, we sleep.

The next day, we woke up. Today is Thursday, but we still have an entire day to test the rest of the smelting factory before it is officially open. We are not hungry enough for breakfast though. We pack up everything we need today. We do not need armor though, but we need tools and weapons in case we need to defend or mine something important. Once we pack up and make sure we have everything for our work, we are ready to go.

We head to the factories. On the way, I dig some grass in the way to widen and expand the grass path. Eventually, we arrive at the factory, ready to test and inspect. This is where we will spend the majority of the day. We smelt a variety of items other than ores. Because blast furnaces only smelt ores, weapons, and tools made of metal, we need to use regular furnaces in order to smelt other items. That includes charcoal, glass, stone, smooth stone, polished stones, etc. They are mostly used for building blocks to build buildings. Plus clays can be smelted into bricks, so that buildings can look better because they are made of bricks.

We test each machine by smelting items in order from the material's chest. The material's chest is where items that will be smelted are stored as well as fuel as well. There are two primary types of fuel and many secondary fuels. The two primary fuels are coal and charcoal. They are mostly used to smelt items as well as cook food. Secondary fuels are fuels that smelt or cook much slower than any coal. They are mostly used by furnace noobs.

Shortly after we smelt charcoal and glass, we took our lunch break without lunch. Working in factories does not require much exercise unlike running and mining items. However, some factory workers work in the mines and get hungry more than those who do the crafting and producing of the items. We only smelt and tried writing. When we write the book, we keep spending time figuring out how to move onto the next page.

After lunch break, we are not given enough time to practice writing. During the weekend, I am planning to practice writing until I get to the next page. Once I get to the next page, I am able to write the factory instructions and information in much detail for new villagers to understand and keep the factories going. We start smelting several items such as logs for charcoal and a variety of other items that need to be smelted. Finally, we finish the day by smelting cobblestone into stone and stone into smooth stone. We also take some special stones as well such as granite, andentite, and diorite stones. They are smelted into polished stones.

Shortly after we smelt almost all of the materials into items and blocks, we started to return home. Once we arrive home, we settle down and put everything away. Hotbar items go in the item frame across the upper side walls while the rest goes into their chests.

After organizing and settling down, I am given enough time before sleeping. I want to eat steak for dinner, so I decide to go to the backyard and run as fast as I can. At first, I run around the entire perimeter of the backyard. Then, I run in small circles until I am able to spin as fast as possible. By the time I spin, I am hungry enough to eat steak while I feel dizzy. I come back home and cook the raw beef. While the raw beef is cooking, I am feeling dizzy. Once the steak is cooked, I eat it while I stop feeling dizzy. Shortly after eating steak, I wash my hands with the water bucket and dry with the leather. Last, we go to sleep.

TWO

We wake up again, ready to open the factories to the villagers. However, today is Friday which is the last work day before the weekend. At least we call Fridays awesome. To make Fridays awesome, we plan to open the factories to the villagers early. The best opening day is on Mondays where villagers get factory experience fives days in a row. Well, villagers gain even more experience the sooner the factory opens. Because the book we are writing is not yet finished, we only plan to open the factories to local villagers and random immigrants.

After we think about the opening of the factories, we pack up and try making it happen. All we need to pack is hotbar items. Hotbar items include weapons, tools, and personal items like a compass and a clock. A book and quill is considered a hotbar item because I am going to be writing all the time until I am able to finish it, print it, and sign it to attract other villagers to the new factories. Once we pack up everything, we are ready to open. Opening new locations for work involves leading the unemployed to work.

We step out of the house and look for the unemployed villagers. The unemployed wears a plain brown shirt with no job professions. We lead these villagers to the factories and assign them into both the crafting factory and the smelting factory. There are three main positions in the job. One involves gathering raw materials from nature. Another involves crafting raw materials into useful items for the village. Finally, the third one is smelting at the smelting factory. Two out of three positions are divided into two sub positions. One sub position of gathering raw materials is mining. The other one is hunting and chopping down trees. Smelting has two sub positions. One is smelting ores and metal products in which the armorer does. The other one is regular smelting which involves smelting other items, primarily used for building.

Shortly after leading the villagers and assigning them into positions, we take our lunch break. In order to get hungry enough, we run around the village and eat our lunches. After eating lunch, we establish rules for all of the factories. Villagers must stay at work at all times and follow the work schedule. Shortly after observing the villagers working in the factories, the villagers all leave and gather at the center of the village around the bell and the fountain. We gather as well. We bring all 128 emeralds together, 64 for each of us. We trade with villagers and buy some important items for our economy. We also sell useless items to villagers who need them for emeralds. We have too much coal, so we sell some of them for emeralds. Eventually, villagers who are given coal use them to work in the furnace facilities.

After gathering, we observe many villagers go back to the factories and gather things to prepare for the night. The villagers and us return home shortly during sunset. We arrive home and organize everything in the item frames and the chests. We run for a little bit to eat dinner and breakfast tomorrow. Last, we go to sleep.

We wake up the next day, and it has been a week since we arrived at the village. First, I finally know how to write on the second page and on which I am able to distribute detailed books about the village's new factories across the nation. That means those who never know that factories exist in this world will read a book about them that attracts immigrants and the unemployed to work in factories. Not only will existing factories rise, but also new factories will be built across the nation for anyone to work in. They are much cheaper to build the more factories exist since lots of building blocks and materials can be produced in a short amount of time. Items and stuff also can be produced faster as well. This is only the beginning; people are finding ways to produce and even invent new stuff that makes the world modern.

What I write in the first and second page are only the overview and the introduction to factories for the majority of the people who have never heard of them ever before. I also have a superpower when I write because I can write as fast as I can. In fact, I can write an entire page or two when time seems to freeze, meaning I can do that in less than a second.

After I write, we go out together and enjoy the weekend. We plan to explore the village from the port and go counter clockwise around. We also plan to explore the center tomorrow as well as the church. While exploring, we dig to make a grass path beltway around the village for better transportation around the village. Because we invent machines, we can use them to invent something that makes transportation faster.

After we plan and think, we actually head to the port and go with the plan. We explore every building of the village except for the church along the southwestern district. We observe every villager who works during the weekends. Not many villagers work during the weekends because they are taking a break from work for two days.

Once we explore the butcher, we see the smoker. The smoker is a type of furnace that cooks food much faster than a regular furnace. They are primarily used in butcher shops as well as all the restaurants in the village. Most butcher locations are restaurants. We feel a little hungry, so we eat carrots for lunch and go to the nearest water to wash hands.

After lunch, we continue to explore the village and the potential to build a beltway grass path around it. Once we get to the eastern district, we can see a tree right at the center of the grass path intersection. We do not know what to do with it whether to chop it down or not. Anyways, we continue to explore until we reach the northeastern part of the village. There is a gap between the north and east grass paths, so we connect them together. After that, we continued to explore the northern part of the village. However, there is a height gap between grass paths, so we dig a small trail around it until we are able to fix the gap. We do not have much time and dirt to fix the gap, so we move on. We return home and sleep without dinner.

After we wake up, we are starting a new week. We are continuing to follow the plans for the weekend though. We pack up everything we need to explore the rest of the village. Before we go, I write three pages about the advantages and rules of the factories.

After we get ready and write, we are ready to begin. We explored the two gathering sites around our house. Shortly after exploring the center of the village, we went to church together to start our mass. However, nobody else is in church, so we decide to believe in god and pray as we continue into the church. We also explore the church and enjoy the view of the village. We spent a few moments at the church, looking at the view of the village. We also pray while viewing as well, hoping that we are able to invent more things using our new machines and attract more villagers into our village. After praying, we leave the church.

After leaving the church, we head through the factory to the mines to gather as much dirt as possible for the village loop construction. We even dig some dirt, so we can have easy access to the mines without going through the factories. Shortly after we gather some dirt between the mines and the river, we look for a place to gather some dirt without hurting the village and the environment. Just north of the factories are a big plain where we can dig dirt through. We find a secret place to dig dirt through, and we start digging near the mushroom tree nearby. We dig as much dirt as possible until lunch time where we skip lunch.

Even though we are a little hungry, we are saving our hunger for the best dinner. We are planning to eat pork chop for dinner tonight.

Anyways, we spent the entire afternoon finding and starting the village loop construction. We start from the port and the factories side of the village. We begin the loop counterclockwise. However, we spend the rest of the day constructing the southern portion of the loop. We dig and construct grass paths leading us to the southern loop. There are lots of tall grasses in our way, so we use both hands and shovels to dig them out. Sometimes, we are given seeds when we dig tall grasses that are in the loop's way. We will eventually use these seeds either in our garden or trade them to the farmers for profit. Anyways, we continue to construct grass paths along the southern loop that connects the factories to the church and the butcher place in the southern district of the village. Eventually, we end the day just before connecting the southern portion of the loop to the eastern portion of the loop where we will finish later.

After we construct the southern portion of the loop, we return home and prepare for the night. We are so hungry that we are cooking pork chop for dinner. We eat pork chop for dinner and get ready for sleep. We lay in our beds and fell asleep shortly.

When we wake up, we skip breakfast because we just ate pork chop for dinner yesterday. We proceed to gather up and get ready for the first day of work in our factories with the villagers. We just opened the factories last Friday, so we are fully going to work in these factories. We are planning to spend the morning in the crafting factory, crafting beds and other wool items for the village. After lunch break, we are going to spend the rest of the day smelting ores, sand, and cobblestone in the smelting factory with daily gathering.

After we plan and gather everything we need, I spend a short amount of time finishing the ten-page book about the new factory system. Then, we head out to the crafting factory. Once we enter the crafting factory, there are no villagers working there. We look at the material's chest and determine that we have enough wools to craft multiple yellow and white beds. However, we forget to bring our wood as a material. We then come back home as quick as possible without getting hungry and quickly take out the wood from the material's chest. After taking out the wood, we bring them to the factory and craft multiple beds. These beds are for the new apartments we are building for immigrants who are attracted by the factories.

After we craft the beds, we take out the painting that we forgot to bring last week when we built the factory. We take our lunch break without lunch since we are not hungry yet. We just spend time talking in the factory and planning.

After lunch break, we moved onto the smelting factory. Once we get there, we only see one armorer working at one of the blast furnaces in the new factory. Here we plan to smelt ores, sand, and cobblestone in order to build the new apartment tomorrow. We take out the two ores first and bring them into the blast furnaces. The blast furnaces are only used to smelt ores and metal items. These items smelt faster in blast furnaces than in normal furnaces. However, we still

use normal furnaces for many purposes. One is for smelting other things like sand into glass and cobblestone into stone. We also use these to polish all kinds of stones and rocks. The final purpose is for cooking raw food for the lunch break and in some cases, dinner. Before the gathering starts, we smelt ores, sand, and cobblestone. Then we leave once the armorer leaves.

We follow the armorer into the gathering site. While gathering, there are not too many villagers gathering. The village has two gathering sites; one slightly southwest and one slightly northeast of the epicenter of the village. Residents who live more in the south and west regions of the village tend to gather in the southwest site while the north and east residents tend to gather in the northeast site. While gathering, all of the items are being smelted into useful items. Anyways, we spot a cartographer and buy a map for seven emeralds.

After buying, the gathering is over, and everyone returns back to work. Once back to work, we take out all of the smelted items. All the ores have been smelted. Other items have been smelted as well. We continue to take out the smelted items until sunset.

During sunset, we start to leave while forgetting to take out the 32 stones and some coal that are left in the middle furnace. We return home, skip dinner, and sleep.

After waking up, we get ready for work. Before going to work, I continue to write as fast as I can. I finish the book with the conclusion and summary of new factories. After finishing the book, I am planning to make copies of the books and give them to the wandering trader in two days. After planning, we head to the crafting factory where we help the villagers produce three more white beds. No villager wants to work in the crafting factory because no villager knows how to craft anything which is weird. We also head to the smelting factory where we take out all 32 stone blocks we forgot to take out yesterday. After taking out the stone blocks, we put them in

the chest and reorganized the factory chests. After that, we gather all of the building materials we need to build one structure. The big, important structure we need for the village economy is the apartments made out of stone blocks that we will start in the afternoon.

While most villagers eat their lunches, we are not hungry and therefore skip lunch. Instead, we take our lunch break talking and socializing as well as future planning.

After lunch break, we start the apartment right between the smelting factory and a regular village house. We spent the entire afternoon working on the apartment. Only two trails provide transportation for the apartment and through it. Facing north, the left trail is for traveling north while the right trail is for traveling south. Each trail path is only one meter wide.

In between the trails is the apartment we are working on. Right now, we are planning to divide the apartment into three rooms, so that four immigrants can have a room. The middle room is for two immigrants who live together. After we plan, we dig all of the grass blocks that are in the way of the apartment site. All of the floor area will be covered by wood. We work as a team to build the walls of the apartment with glasses and stone blocks. However, we do not have enough time to install doors yet. We still have to put wooden blocks on the floor area.

After the floor area is done, we are thinking of where to install an office for the apartment. Right now, there is not enough room for one. As a result, we are thinking of establishing port security with apartment offices available there. Most of the surface of the apartment is done except for the roof. We are expected to finish the apartment tomorrow. All we need to build is the roof and the rooms with furniture ready for the villagers to come in,

When sunset starts, we head back home and prepare for bed. We do not feel hungry, so we start organizing our inventory and hotbar items into the chests. Then we go to sleep.

We wake up the next day and skip breakfast as we are not hungry yet. We pack everything we need to finish the apartment. Our apartment is only ⅓ done. We need to finish the other ⅔ of the apartment and have it ready to open by the end of the day. All we pack up is our usual hotbar items and most of the items in the building blocks and materials chest.

After we pack everything up, we start the day and head off to the construction site. We work as a team together. I installed the ladder up the roof and built the roof. We work together to build the roof. After the roof is done, we climb down the roof and get rid of the ladders.

Our next step is building the walls that divide the room and installing the doors and signs there as well. Facing north, only the southernmost room will be entered from the southbound trail. The northern two rooms will be entered through the northbound trail.

After we divide the apartment into three rooms, we are ready to put furniture in the rooms. There will be a total of four beds, meaning the apartment can hold up to four villagers. Before we do our final steps of the apartment, we take our lunch break. We are not hungry, so we decide to skip lunch. Instead, we discuss finalizing the apartment.

After taking our lunch break, we gather furniture from the crafting factory for beds. For others like chairs, tables, and chests, we gather them either from home or at our inventories. After gathering, we install the furniture in the rooms and make sure we organize them as much as possible. The apartment is almost ready for opening.

There is only one last step just before we open the apartment which is torches. We need to install torches inside the rooms to make sure no monsters are nearby that are capable of distracting sleep. We also need to make sure the torches are as far away from the bed as possible. Having torches near beds causes difficulty sleeping.

After installing the torches in the apartment, we install the doors and signs to signal that the apartment is open for four villagers to settle down in. The signs represent the room number from north to south just above the doors. Shortly after we open the apartment, the night comes shortly. We come home and get ready for sleep. We put our hotbar items in the item frames on the upper side of the house. The rest of the items go into chests depending on the type of item. We skip dinner for breakfast tomorrow. We lay down and sleep.

THREE

We wake up and get ready for the big day. In the personal chest, there are 24 copies of the books we made. We eat bread for breakfast since we are a little bit hungry. We also have some building materials and space to build a big apartment. The big apartment needs to be built to hold the village capacity for immigrants coming in to work in our new factories. In our plan, we should get ⅓ way done with the apartment and spend the entire day tomorrow finishing the apartment and opening it to the villagers. On Saturday, we are supposed to be enjoying the weekend by relaxing for a bit and working on the trail beltway starting from the southeast.

After we get ready and plan, we exit the house and head to the port where we spot a wandering trader with two llamas. The trader is located just off the trail and looks for something to trade with. The trader offers one emerald for several items like dyes, flowers, and even gunpowder. However, we are not buying anything, and our emeralds are left at home. Instead, we are giving off 24 books to the trader, so the trader can distribute the books to at least 24 printing presses across the nation. Then these 24 books will be printed into thousands or even millions of

copies that will be distributed across the nation and eventually the entire world. This could also start off the news in which villagers are given the news by the books.

These books will cause villagers across the nation to be attracted to our village to work on the factories. Meanwhile, new factories will be built across the nation, causing factories and machines to become widespread within our nation. The books are meant to teach villagers about the information on factories, how to work there, and rules of work.

After giving 24 books to the trader, we gather our materials from both the factories and our house to prepare for building a bigger apartment just across the apartment we just built. After gathering enough materials, we take our lunch break without lunch. We instead plan on the steps of building the big apartment and where to start.

After taking our lunch break to plan, we break the ground to make room for the construction site. We dig as many grass blocks as we can until we reach a good stopping point which is the northwest corner by the river with changing elevation. After digging, we replace all of the grass blocks with wooden planks along with empty gaps to fill with to make the floor for the apartment. Next, we build the walls using stone blocks and glass from the smelting factory. They surround the construction site and serve as walls for the apartments. For every other block, we build one stone block and a glass block. Sometimes, these glass positions are replaced by doors in the front of the apartment for anyone to enter and exit the building.

After we finish the floor and the walls, all we need to do to cover up the site is the roof. However, we do not have enough time to build the roof yet. The night is coming shortly, and we head back home. We put apartment building materials away in the building chest. We cook and eat steak for dinner. Last, we go to bed and sleep.

We wake up the next morning and skip breakfast. Our goal is to finish the apartment by the end of today and even open it, so we can enjoy the weekend. We regather our building materials from yesterday and start heading to the construction site. When we get to the site, we find out that we are still missing a few pieces of the floor and the walls. We finish the floor and the walls quickly. After finishing up, we install the ladder to get to the top of the building. Once we get to the top of the building, we are ready to build the roof.

We work together to build the roof. We build from the two which are the northeast and southeast. We build towards the center of the building with stone blocks. By the time we finish the roof, we are halfway between sunrise and noon.

After the roof is finished, we climb down the ladder and remove it. We get inside the commodious interior of the apartment. We laid out the plan to build six rooms and one office at the southern center of the apartment building. At the northern center of the apartment are two rooms with closets with one chest. The northern side of the building has four out of six rooms. The last two rooms are located on the southern side of the apartment between the office and the doors. The left and right sides of the apartment are determined when facing east. This is because the entrance to the apartment is on the left side while the exit is on the right.

After we plan out the interior of the apartment, we take our lunch break. We skip lunch and discuss how to divide the rooms in the apartment.

After lunch break, we gather our stone blocks from our inventory and move them to the hotbar, so we can make the dividing easier. We will spend the rest of the afternoon dividing the rooms and hopefully finishing and opening the apartment by the end of the day. Shortly after hoping to finish the apartment, we proceed to building stone blocks to divide the rooms. Without

planning, we just locate where the doors are going to be. On the northwest side, we place the door space on the left side when we face north. On the northeast side, we place the door space on the right side when we face north. We place the door space on the right side of the southwest room when we face south. We place the door space on the left side of the southeast room. That means the doors tend to be located away from the office and the closests.

Finally, we make room for the office space. We feel like we do not have enough time to finish the apartment today and are expected to finish and open it tomorrow. Tomorrow, we are planning to place furniture on the six rooms as well as doors and signs for the apartment structure. We spent the rest of the day placing the office furniture in the space. The office furniture includes the gate, a 3-meter wooden desk, a wooden chair, and three crafting tables. After finishing the office, we place a few torches on the west and east side of the building.

After placing torches, we start returning home as the night comes quickly. We run to the house and place everything away from our hotbar and inventories to the item frames and the chests. Without dinner, we finally lay down and sleep.

The next day we wake up, we should be able to finish the apartment today even on Saturday. We need to finish the apartment so badly, so we can have it open next week. We pack everything up from the hotbar items to the building materials we need for the apartment. We then proceed to the construction site and continue our building. We just left off placing torches and dividing the apartment into six rooms and one office space.

Since we left off yesterday adding torches in, we finished the lighting system for the apartment by adding more torches in the hallways as well as the office space. We avoid adding torches in the rooms because the rooms need to be dark when we sleep. We are thinking about

inventing a light switch, so we can install lights inside the bedroom. When the light source is installed in the bedroom, it must be able to turn off at night, so residents can sleep easily.

Next, we add doors and signs. All the doors' spaces are filled with doors in just one hour. After filling the door spaces with doors, we add signs starting at the front exterior of the building. From the inside, we start adding signs from the left door to the right door. We go inside and add signs to every door, saying that the left door is for entering the apartment only. The rooms are named. Four left rooms are numbered from west to east facing east. Two right rooms are numbered the same as the left ones. We also add two signs for the office in order to let residents know how to purchase and claim a room in the apartment. Finally, we add two signs at the exit door, signaling that the right door is for exiting the apartment only.

Finally, we add furniture. We obtain the furniture from our house and factory chests. We then add them to the rooms. We first add them on the left side first from rooms 1-4. Then, we add the, on the right side of the building, including the office. The left room consists of a white bed, a chair, a chest, and sometimes a table. Rooms 2-4 on the left have a closest specifically used for chest storage, so there can be more room. The right rooms are intended to be a little more expensive than the left ones. They consist of the same furniture as the left ones with a few differences. The right room has a yellow bed and a furnace used for cooking. Finally, the office consists of a desk, a gate, a chair, and three crafting tables to print paperwork.

After finishing the apartment, we head back home and put our hotbar and inventory items away. After organizing and getting ready for bed, we start sleeping.

FOUR

We start our new week with getting ready to finish the beltway trail. All we need is our hotbar items with the shovel being the primary item for the construction. We feel like we are almost done with the beltway. All we need to cover is the north and west portion of the beltway. Once we get to the site we want to build, the cost of developing the northwest portion of the village is very expensive. This is because the northwest portion is a forest with rough hills that makes village development difficult. However, there are some plains that provide village development there. We are planning to develop the northwest plains one day. However, the center of the northern portion of the district has rough hills that makes construction of the trails very expensive and difficult. As a result, we are planning on building the trail straight from the new apartment to the center of the village. That is our cheapest plan to start from.

We proceed to the plan and start constructing a straight grass path towards our home. We remove tall grasses that are blocking the way and dig some dirt, so that the grass path is evenly

accessible from one lane to another. A normal grass path has a total of three lanes, meaning that it is three meters wide. Villagers often travel on the left hand side of the trail. However, villagers must be able to change lanes. That is why we cannot have an elevation difference between grass path lanes at least two meters wide. Whenever there is a grass path like this, we remove the dirt until we are able to change lanes going upward or downward without falling.

After finishing the beltway trail, we go directly to church. Once we get to church, we meet the priest, who is brewing something for the church. We talk to the priest about believing in one god and Jesus Christ. We also pray too for developing our lives.

After we visit the church, we spend the rest of the day running around the beltway and exploring the northwest portion of the village that should be developed. We start from the church and go around the village clockwise. We ran as fast as we could. We only stop sprinting when we go uphill. When we go downhill, we accelerate and go faster than running on flat land. In the southwest portion, we alternate between uphill and downhill but overall flat. When we head towards the center of the village, we start going uphill. We stop at the center of the village and relax for one hour. After one hour passes, we head north, going uphill even more. Once we reach the northern side of the village, we reach the elevation peak. We then head east and go downhill until we get to the northeast corner. We then head south going downhill even more. We eventually return back to the church heading west on the overall flat land.

After running a lap, we head out to the northwest corner. The corner is mostly empty with plains that we should develop with more villages. The rest of the corner is mostly forest with mushrooms and hills, making development expensive. After examining the corner, we head back home and eat porkchop. After dinner, we go to sleep.

The next morning, we wake up and get ready to build something new. We are building another unique factory called the railyard. The railyard is used to make rails and minecarts for the railroad industry. The railroad helps transport passengers and cargo much faster than a horse and a cart or horse and the inventory. Meanwhile, a minecart is the first type of train that we are planning to experiment with after building and crafting the railyard.

After getting ready and thinking about the big project we are going to work on, we proceed to finding a site for the railyard. We chose the site to be located just south of the smelting factory across the trail behind the tree. The plan is that the railyard's base area is 121 m^2 with an interior space of 81 m^2. Unlike any other factory, we use stone blocks instead of cobblestone. First, we build the base of the railyard. Building the railyard is more complicated than other factories because we have to know where to add stone blocks that represent space for the rail tracks. However, we plan also for that. There will be a total of four entries into the railyard. Two of them will be normal and are all located on the front. The last two will be on the back and will not have any doors. Instead, they will transport minecarts in and out of the railyard. All entries are located on the sides of the railyard both front and back. We locate the rails to be on the side of the building. The portion of the rails that connects the sides will be located two meters away from the front wall, meaning there are two meters of space. The space closest to the wall is used for storage and crafting while the other space is for walking. The interior base that is not used for tracks is made out of wood. The entire exterior base that holds the walls and the doors as well as the space holding the tracks are made out of stone.

After finishing the base, we start building the walls of the railyard. We start from the front right corner and build clockwise until we return. Just like any building we constructed so

far, the wall above the base will be four meters high. As we build the walls, we add glasses and doors every other block. All glasses are located on the second layer of the building. However, we can see the base of the railyard at the back where the tracks are going to exit from.

After finishing the wall, we add the ladder on the left side of the railyard, but we usually climb at the back of the building. This is because we can use less ladder and climb one meter less than climbing at the back of the yard. After building the ladder, we climb at the top and start building the roof. We built the roof clockwise, all made out of stone.

After finishing the roof, we add torches at the center of each side of the building within the interior. After putting torches, we add doors to the front of the building. We only add one sign. After all of that. We return home and relax for a while. We get our hotbar and inventory items and put them away in the item frames and chests. Last, we go to sleep.

The next day, we woke up and packed up to continue to work on the railyard. We hope we can finish the railyard and start testing it by inventing a rail track and a minecart today. After packing up and planning, we proceed to the construction site and start where we left off from yesterday. We start by adding a dozen crafting tables on the wooden floor between the tracks. We add one more crafting table at the front and center of the building being surrounded by two large chests. Facing the front exit of the building, the left chest is for materials and the right chest is for crafted items which are similar structures to the other two factories we built.

The rest of the wooden space not occupied by any other items are for walking and stationary activities like crafting and using the large chests. When we work in a factory, we usually occupy the front machine surrounded by the large chest while the other ones in the back are reserved for regular workers. At this point, we just finished the railyard. All we need to do is

gather some materials from our house and the other factories and bring them to the materials chest in the railyard. Then we use these materials to craft 32 meters of rail tracks and one minecart. We only use wooden sticks and iron to invent these items.

After inventing, we expand the rail tracks just outside the yard with a few meters of outdoor exposure before we install two meters of wooden planks to stop the minecart from getting off the track. After finishing the experimental rail tracks, we test out the minecart and move it across the track from one end to another back and forth several times.

After we test our new invention as an experiment, we learn that we can expand the rail system to create a railroad service for villagers to use for fast transportation across the village. We are planning to start construction of the railroad system starting tomorrow. We then leave the building as the night is falling while forgetting to power up the railyard by connecting the cobblestone from the smelting factory to the railyard with redstone connection. We head home and settle down by putting away items. Last, we go to bed and sleep.

FIVE

We wake up thinking about the benefits of our new invention to boost up transportation. We get everything we need such as hotbar items and anything we need to craft the minecarts and the rail tracks. After we pack up everything, we head off to the railyard first to think about the materials we need. We already have redstone and some ingots as well as wooden materials. Now we need more from the smelting factory such as stone blocks and more ingots. Once we pack everything we need from the smelting factory, we return to the railyard and set our materials for crafting. We need to be boosting up the tracks from every station, so the minecarts can go faster just after leaving each station. We craft a detector rail and the powered rail, so the detector rail activates the powered rail and boosts the minecart up. We also need to transport items faster, so we craft a chest and another minecart. Then, we craft the minecart with a chest. We place the chest minecart in the tracks. However., the minecart and the chest get broken apart once we remove them from the tracks. After breaking the cart, we fix and recraft the minecart chest.

After crafting a cargo minecart and a powered rail, we need one more thing to speed up the production of the railroad industry. We need to connect the factory's redstone system to the railyard, so the railyard can be powered by the redstone system. The redstone system causes crafting tables to become machines and speed up the production rate overall. We first place ladders on both the railyard and the smelting factory. We work together to connect the factories using cobblestone. After connecting, we place redstone from the smelting factory to the top center of the railyard. We then place a redstone torch at the center. However, the redstone wire is too long to power up the railyard without a repeater. We descend down the ladder and go back to the crafting table downstairs. We quickly craft a redstone repeater and go back upstairs to the roof. We place the repeater in the middle of the redstone wire. Now all three factories are powered up, and all machines are upgraded to full power to produce items fast.

After powering up the railyard, lunch is just over, but we are not hungry for lunch yet. We are beginning to dig grasses to make room for cobblestone for the railroad. We cannot have tall grasses block the way in the railroad, or else the minecart gets damaged. We have to use cobblestone for minecart safety and maintenance. We keep digging down towards the southwestern corner of the beltway trail. That means our main rail line will be located along the village beltway trail. By the time we finish the rail tracks transporting to the railyard and the main rail line, we return home by running as fast as we can.

By the time we return home, we are a little hungry, but we do not need dinner. We can save that for tomorrow when we eat bread for breakfast. We hope we are able to finish the rail system by the end of Friday with stations. We clean our hotbar and inventories by placing our items in the item frames and the chest. Last, we all go to bed together.

Our next day is mainly about the construction of the new rail transit system. We wake up and eat bread for breakfast. We pack up everything from the hotbar items in the item frames to the railroad construction items in the personal chest. After packing up everything, we head off to the southwest beltway trail corner where we left off with the railroad digging. We start digging clockwise starting the construction to the north. We follow along the beltway trail. Once we get to the first crossing of the grass path, we avoid digging it to let villagers cross the site. We keep digging until we get to the main trail. Once we get to the main trail just by the big apartment, we turn the construction right and dig the hills as well. That leads to the center of the village where we plan to place a train station there. After we reach the center of the village, we turn the digging path left and dig the hills again that lead to the northern side of the village.

Once we reach the northern side of the village, we take a lunch break without lunch. We all need a break to discuss and plan what to do for the rest of the day and how to finish the railroad transit system quicker, so we can enjoy the weekend more.

After taking a lunch break, we continue to dig past the northern peak of the village by the mushroom forest. We turn the digging path to the right and dig downhill. We plan that there will be a station for the northern side of the village and to replace the powered rail with the downhill normal tracks. After digging downhill, we continue to dig into the flat land. Once we dig enough distance, we decide where to dig next. We dig somewhere in between the center of the village and the east beltway trail. We cut through and go a little bit downhill. We dig past the butcher shop and several buildings. We cross the main trail as well. We keep on digging and digging until we get to the south beltway trail. So far, the digging and replacement of the cobblestone are not planned ahead of time; we just dig based on our feelings and village design.

Using the village design method, we dig and cross the south beltway trail. After crossing the trail, we turn the digging path to the right for the final time. We just keep digging and digging along the southern trail. There is a short section of the trail that is south of the beltway trail, but it is not developed yet. As a result, we dig the grass path and plan to replace them with cobblestone. Once we dig past the lake south of the village, we encounter a tree that is almost in the way, but we leave it alone. There is another isolated tree that blocks the way. As a result, we cut down the tree and get some wood from it. After cutting down the tree, we continue to dig until we meet the starting point of the digging path again at a perfect position.

After digging the entire railroad transit system, we plan on placing the tracks with a detector and powered rails to locate the stations tomorrow. We start heading back home since the night is coming. This time, we place all of the railroad construction away in the personal chest instead of their respective chests. Last, we go to bed and fall asleep.

After waking up the next morning, we get ready to continue work on the railroad transit system that will promise fast transportation within the village. We pack up our usual hotbar items from our item frames and the railroad construction materials from our personal chest. After getting ready, we run to the railyard and begin our daily work from there.

Our first thing to work on is spending the entire morning covering the transit system with cobblestone to place tracks there later today. We started placing cobblestone on locations where we dug dirt and grass yesterday. We work together as fast as we can, so we do not have to continue into the afternoon. As soon as lunch time begins, we hire more workers to help us place cobblestone, so that we are able to finish the cobblestone and start placing the tracks after taking our lunch break. Just before noon, we fill the entire trenches with cobblestone.

We take a short lunch break without lunch, but we talk about placing tracks and when to stop. Our goal is to finish as much as we can for the rest of today.

After taking our lunch break, we head back to the railyard and start placing tracks there. We then keep placing them on the cobblestone until we hit the intersection of the main rail. When we get to the intersection, we decide to keep going and turn left to place tracks. We place our first detector and powered rail used to accelerate the minecarts to a faster speed. We then add more detector rails and powered rails to determine the location of the stations. The stations will be located a few meters before the detector and powered rails. We just keep on placing tracks until we reach the north side of the village. Once we reach the north side of the village, we plan a station there without a detector and powered rail. Instead, we are taking benefits from the hill nearby in which going downhill heading east accelerates the minecart fast.

We stop placing tracks at the end of the downhill section in the northeastern side of the village. We return to the railyard and place a lever at the intersection with two tracks leading to and from the railyard. Since the night is coming shortly, we return home while forgetting to place a lever at the intersection of the railyard track and the main track. We place everything away in our item frames and the personal chest. Last, we lay down in bed and go to sleep.

While we sleep, we are thinking of how to handle working through the weekend. We have been working on weekends a lot in our lives. Tomorrow, we do not have much to do. All we need to do is place the tracks and locate the stations throughout the line. Then we test our village transit line by using minecarts to transport across the village. We are expected to experience a few errors, but we should be able to fix them before we open the line to the public. Once we test and improve the rail transit system enough, we are able to open it to the public.

After waking up, we already plan what to do today. We pack our usual items for the railroad construction. We head off to the railyard and follow the tracks until we reach the point where we left off which is just east of the north side of the village.

Once we get to the point where we left off, we just place tracks everywhere. Once we reach the northeastern corner of the village, we turn to the right and place tracks there. Two places along the east corridor of the rail transit system are best suited for stations, so we locate these two stations there. However, we do not need to place detectors and powered rails in these stations because they are being replaced by going downhill shortly after leaving the station. These two stations are located on the north and southern side divided by the main trail that leads to the house and the port. Once we get to the southeastern corner of the village, we turn to the right again and place tracks on the final section of the village transit line. When we get to the middle of the final section, we locate where the station is because it is located at the south center of the village and that there is already a grass path best suited for a train station there as well. Anyways, we continue placing tracks west until we meet the railyard track intersection again.

By the time we finish placing tracks, most villagers are taking their lunch breaks. We take our lunch break, discussing what is next after placing the tracks. Our plan comes up with digging grass paths to construct a train station before the detector and powered rail or downhill.

After taking our lunch break, we proceed to dig for train stations. We start by connecting the tracks from one side of a trail to another by digging grass paths and replacing them with gravel. The gravel is partially a cobblestone that suits for both foot and rail travel. As a result, we are replacing intersections between rails and grass paths with gravel. After digging and adding gravel to the first intersection, we add a station for the west side of the village. The station ends

at the intersection between the west beltway trail and the main trail near the apartments. After digging a station, we travel to the next station which serves the downtown center of the village. After we are done with that, we walk again to the next station, serving the north side of the village. We then expand the grass path trail corner at the north side to make a station. After that, we head to the next two stations serving the east portion of the village. We constructed the first one that serves for the northeast. Then we construct another one serving the southeast. After making the eastern stations, we head to the final station which serves the southern section of the village. We expand the grass path intersection between the center trail and the southern beltway trail to include a train station between the trail and the track. This is the station where villagers stop to go to church every Sunday as well which means this could be one of the popular stations.

By the time we finish all of the stations in the village, we head directly back home and put everything in our hotbars and inventories away. Last, we go to sleep.

We wake up and get ready to do the final construction of the new transit system before opening it to the public. Even when the entire village railroad system is finished, we still have to test it using minecarts to make sure the system is working properly and with minimum errors. This means we pack up the same way as in the past few days.

After packing up and getting ready, we are ready to head to the railyard. Once we get to the railyard, we have one more thing to fix before testing. There are two wooden planks blocking each side of the track that we have to remove with. We chop down all four wooden planks and replace them with two cobblestones and two tracks, so the minecarts can freely travel towards the vast, connected rail system throughout the village. Once the minecarts are able to freely travel the village, we are ready to start the minecart and rail test. This is the first time ever the

world is going to see a functional railway and railroad with a driver instead of a pusher. Even still, the minecarts are unable to pull other minecarts behind due to a lack of engine.

We start the test by getting the minecart out of the railyard. We test the intersection levers to make sure it is working, and the levers are working properly.

Even though the rail flow turns left, we have to travel the opposite direction and travel to the church. There are a lot of errors going to church because we are traveling against the usual railroad flow. Once we get to the station, we are still moving past it. We bail out of the minecart and push it to the station. Once we stop the minecart on the station, we head to church and meet the priest again. We pray together and leave to continue the test.

We travel from the church slowly. Without powered rails or downhill travel, we are not able to drive the minecart fast. We feel that we are traveling too slow. Once we reach the first powered rail, our minecart travels fast enough. However, the minecart is too fast to stop at the station. This is the first error we encounter during the test. We figure out that we need to add inactive powered rails at every station to stop the minecarts from passing at every station. We may also add levers to make the powered rails active if a minecart does not need to stop at the station. Once we pass the first station, another powered rail speeds up our minecarts. Even still, the minecart is not fast enough to go uphill into the center of the village. Just before we reach the stop of the hill, the minecart falls down in the opposite direction several times. That is another error we encountered so far. We are thinking about adding active powered rails on every uphill track too. We have limited time to test the rail, so we have to push the minecart up the hill and into the center of the village. Once we get to the center of the village, the minecart still fails to stop at the station there.

Once we reach the center of the village, the night comes very shortly. We return home and start cooking muttons. We are a little bit hungry though and ready to eat another meat after a while. We eat muttons for dinner, settle our items, and go to bed.

We wake up again with a big plan for the day. We are going to spend half of the day testing the minecarts and reminding the village to continue the test and open the rail system even when we leave the village. This time, we pack up all of our items that we own and leave the trash items in the house. We have to prepare to handle our heavy and full inventories because we have to deal with it during the last portion of the rail construction test.

Once we are ready to leave, we wave goodbye at the house and proceed to the railyard to write a note to continue the rail test. After writing a note to the railyard workers, we head to the minecart nearby our old house and continue to test. Our first challenge is going uphill towards the northern side of the village. We fail that and have to push the minecart up manually. After we make it to the northern side, we travel the minecart downhill again. Then we continue through the entire rail system until noon. Once noon comes, we stop the test and start to leave.

We head towards the village port and get in our boat. We place everything in our boat just like the last time we arrived at the village. We back up the boat and head south towards the channel. The village is located northeast of the first village island in the southwest. Once we reach the swamp biome, we travel through the swamp and smash many lily pads on the way. A few hours later, we exit the swamp and enter the vast channel.

Once we enter the channel, we see a ship wreckage with its sails still sticking out of the sea. Nearby, the dolphins swim out of the water and dive back in. We travel through the wreckage and keep going and going. We keep sailing through the channel, against the wind and

travel slow as a result. We spot some land nearby. A few hours later, we encounter another ship wreckage and eventually ignore it. Eventually, we almost hit land, but we managed to travel anyway. The night is almost coming, and we are planning to keep the boat moving while we stop controlling the boat. We know once we stop controlling the boat, the wind will push the boat in the opposite direction and keep us away from our next destination.

Our goal is to get to a small community of Robloxia, located in New England across the Atlantic Ocean. By the time the night falls, we spot another desert controlled by the endermen. That means we passed the old village island I was on just a few years ago. Just before we plan on sleeping and keeping the boat traveling west, we get to see the other side of the channel, meaning we are traveling close to the north coast of France. Eventually, we are able to travel through the night and manage to sleep while moving against the wind.

Suddenly, we change our plans and move to other places within our kingdom to make sure most communities are industrialized first. Then, we may go to the US in a few years or so.

SIX

North America 1782-1783

Located in the middle of North America is the castle where the player from the kingdom of Whitecrest is now living. He is taking the place of the business of observing native tribes across the continent and also seeing the news of what is going on, especially in the east. At this time, a war is going on but does not affect the castle. The castle is west of the Mississippi River but east of the Rocky Far Lands. The area is not just a castle but also a small village too.

The player just moves into the castle and plans to explore it. He does not plan to explore the whole castle until after three days have passed. There are several villagers in the village. Some of the villagers are blocky while the others are not. The player is also not blocky, nor does the castle area. The player's first home, Whitecrest, is not a blocky island but surrounded by it.

The player estimates that he has been to several blocky places before, with everything in the area being considered blocky except for some items. Even still, the items are blocky when zoomed much closer. This is how the player is starting the journey to the castle. These are all of

the plans and future of what the player is expecting. He must go through the east coast of the newly born United States before moving west of the mountain biome to get to the castle.

From the Kingdom of Whitecrest, the player packs up everything from his old house and gets on his big ship to go across the ocean. He also passes the coast in which I am living on the north side of. He makes his way across the ocean and spends a lot of time there. It is expected to take at least days or even weeks to get across the ocean into the coast. Even still, the player still has to run across the land and pass the tall mountains. The player thinks all of that.

The player takes his lead in the ship. He is not alone as he often picks up passengers from other countries, including the ones where I live. Some of the blocky villagers from the blocky parts of the world also get in my ship. The ocean is a combination of normal and blocky variants and often has treasures located at the bottom. The reason why some of the passengers get on the ship is because their village, town, or city is either abandoned, boring, or dangerous. Some of the villagers and passengers on the ship are even considered refugees after an attack by a hostile mob if they are the zombies, or if they are the pillagers attacking the village as a raid.

Luckily, the player has a map and compass to know the direction he is going. He is going west and plans on landing in the middle of the coast. He also wants to avoid war as there is war going on between the villagers and pillagers along the east, fighting for independence versus being part of the colony I am in. I also already know that trend and news as well.

As the player gets closer and closer to America, he is noticing a lot of ships coming from my home country and trying to defend to become like the hero of the colonies, except the loyal soldiers are really not heroes by those who revolt like becoming a pillager. The player then gets ready to sleep and lets the night captain take over. Last, he sleeps for the night.

After several days of spending time in the ocean, the player finally arrives at the east, arriving at a safe location. The docks are non-blocky as it is located in the Odessa area, which is just west of Westover Islands. From there, the player takes his time and considers hostile mobs and local wars going on. He also attempts to locate the battlefields throughout the east as well. He somehow opens a nearby random chest and loots the map, making navigation better.

The player plans to spend his whole day moving west to the castle. In order to make the trip take a few days, he must tame a horse along the way west. However, most of the horses have been tamed by both the villagers and pillagers who are fighting a war as well as those villagers who are having war at home as a witness, producing war items for themselves.

However, the player is able to defend himself and his friends from war since he already has a gun and bow. He continues to run towards his own destination. The destination is west of the mountains, so he must exit the United States and enter the unclaimed territory. Beyond that is a land that may be a colony of France, which includes that castle I am going to.

The player encounters a village with a war going on. He makes his way into the war and helps the team win independence by winning a battle. As a result of a battle victory, the player has won a horse that used to belong to the loyal soldiers. He hops on the horse and moves fast until he reaches the mountains. In the mountains, there is no trail or way out of it.

As a result, the player goes along the mountains and has a hard time going west. There is a gap either north or south the player goes to. He then progresses west of the mountains and rides fast towards the castle. There are a few forest biomes and more plains as he gets closer.

Finally, the player arrives at the next village west of the mountains. This is the native place where the player meets the tribe nicely, better than the other whites. Last, he sleeps.

The next morning, the player gets ready to make his journey to the castle. He believes that the journey is going to be much easier because there are no mountains or other barriers such as war. He also has a horse which would make the journey much faster. The only barriers the player needs to face is the forest. Many of the forests have not been cleared, although a small trail can lead to the castle if the player learns that someone may dig a trail to the old northwest.

The player makes a goodbye to the tribe and moves on. He encounters the forests where he has a hard time going through. He often rides the horse while bumping into trees and hitting the leaves a lot. He also encounters some mobs with a few of them being hostile. Hostile mobs may survive in the forest even during the day as the leaves may make the forest dark enough for hostile mobs to survive all day long. Some of the hostile mobs even have armor that would protect themselves from burning in daylight, making some places a lot more dangerous.

After going through a forest, the player finally discovers a trail that would make the trip a little easier. The other whites may have dug a trail to survey the old northwest, so the player follows along the trail that leads there. He is expected to encounter at least one river or more before moving into the castle. So far, the player has not seen a castle nearby yet. He is getting closer though. The journey is still not over yet, and the player eats food along the way when getting hungry after a long and very stressful day of a lot of stuff during the adventures.

The player rides the horse along the trail and encounters several villages. Most of the time, he goes through the village while other times he does explore a little bit of the village. From there, he keeps moving and moving. The journey is now safer than before.

The player is still moving. The trail is surrounded by the forests in one area and the farms in another. In areas where the farms are located, the journey there is much easier. However, the

player wants to respect the farms done by both the native tribes as well as a few white settlers. Most of the people encountered by the player are in the form of villagers. Unlike the places in the east, there is no war going on which makes the trip easier. There are still some attacks by hostile mobs though, although the player does not bother defending other people except for himself. After all the player goes through the old northwest and progresses a little south.

As the player gets closer and closer, he encounters a river he must cross. The river is a lot more wide which makes crossing it a lot more difficult. Luckily, the player is in a blocky location where he can just build a bridge. He settles down in a village and gets some wood. He finds a shelter to sleep in. He unpacks his inventory and sleeps for the night.

The next morning, the player gets out his building materials and helps the village build a bridge which allows settlers to settle beyond the river. The bridge takes about half of the morning or a quarter of the day to build. After all, the player is able to cross the river.

Once the river has been crossed, the main biome beyond that is the plains biome. The area west of the river is not blocky while the area east of the river is blocky. There are small forests, but the player can move around the forest rather than through it. This makes the journey a lot more easy than before. There are also a few hostile mobs but more passive mobs. The trip continues to go on but a lot faster that the player is expected to reach the castle by the end of the day. The player becomes so excited for that. Finally, he sees the castle in the distance. He comes in from the trails and must wait for the gate to open. He waits for hours in the day.

Finally, the castle gate opens, and the player proceeds into the castle. He is greeted by a mix of normal and blocky villagers. During sunset, the player does not have enough time to explore the area. All he does is unpacks his inventory and sleeps at the beginning of the night.

When the player wakes up, he gets ready for the big day. He plans on spending the time in the morning at the village and the afternoon exploring the areas surrounding the village. He also makes a plan to spend time exploring the village first and then the castle. The village time to explore it is only like one hour while exploring the castle may take several hours. As for the afternoon, the player is expected to explore the areas surrounding the town and have fun.

However as the player exits the building, he finds out that all of the sudden the villagers are killed. This is because of the iron golem malfunctioning since the castle door is locked. The player reopens the door once the hostile mobs are seen burning in daylight. The castle bridge is not up yet which means the most likely cause of villager death is malfunctioning.

The player begins to explore the village. He first explores the big village house. He sees the main living and dining rooms downstairs. From there, he goes upstairs and finds two rooms. One is empty, and the other is full with beds and a chest. After exploring the house, he explores another building which is less secure and seems to serve other purposes like stores. In the front of the village goes the gathering area complete with a bell and the well.

After exploring the village, the player explores the castle for the rest of the morning. He explores the second floor since the front of the castle is located on the second floor because there is a stair leading to the main castle door. This is where the main government work is as well as meal time. The first floor is a base and prison while the third floor is residential, including the head of the kingdom. The fourth floor is the roof of the castle and has four corner views.

The player returns downstairs and eats lunch on the second floor of the castle. However, he is not done exploring the castle yet. He has to explore the boundaries of the castle. He climbs up the ladder and explores the controls of the castle border gates. From there, he takes a lap and

explores all four corners of the border. The four corners involve a stair access from the border wall to the ground. The player goes down and is finished exploring the castle and village area.

Next, the player has to spend the afternoon outside of the area. He exits the village and soon finds a drowned zombie along the river that surrounds the castle island. He lures the zombie into the island and lets the iron golem kill it. The iron golem kills the drowned zombie, but the zombie continues to attack both the player, the iron golem, and several villagers. The player is then almost killed by the zombie. Finally, he exits the island to spend the afternoon.

The player spends the afternoon outside of the village. He goes in a clockwise order and explores the surrounding hills up there. Once he makes a return to the castle gate, he follows the trail and encounters several mobs. He sometimes destroys areas outside of the island with TNT. Finally, the player returns home and closes the castle gate. Last, he sleeps in the castle. From there, the night begins as the hostile mobs come out and attempt to invade the island.

SEVEN

Robloxia, USA 1793

After the player moves from the kingdom of Whitecrest to the castle in the middle of America, I make my final plans to move to Robloxia. After spending 11 years from 1782-1792 traveling across our kingdom as the nomads to make sure the kingdom is fully developed, we finally make our decision to move to the United States. We also plan on moving to the big village of Robloxia where we plan on developing the village and making it meet our dreams.

A few moments later, we finally sailed close enough to the east coast of America. We continue to move the boat until we see the village and dock the boat on the nearest beach to the village. From there, we exit the boat after a lot of time spent on it in the ocean.

We entered the land and shortly the village. We walk and run along the trails until we find our way to the center of the village. The center of the village is the gathering place. We continue to spend time finding a place to build our house. We keep wandering and wandering for the most part though. We somehow cannot find a house to build in a place. Most of the empty land around

the gathering place is not flat. However, there is another gathering place east of the center that we do not know of. There is a lot of flat land near the eastern gathering place, but we do not know that information yet, which causes us to spend a lot of time.

We continue to find and wander around the central gathering place for hours while dealing with the heavy inventory which contains all of the items we have. We have a lot of items in our two inventories. Finally, we found a place to settle.

We skip our lunch break and verify that the northeast corner of the gathering area is our best place to build our house. We gather our building materials.

From there, we gather the wooden log and wooden planks, all of which are oak. Oak is our favorite type of wood. We also have cobblestone we can build. We tend to use the cobblestone to build the walls of our houses, and that may apply to building factories in the future. We start the process of making the house in our chosen land.

We do not need to dig much grass to make room for the wooden planks. Since the front door of the house is on a flat surface, and there is a small hill as we move to the back of our land, we only need to dig a small amount of grass. We build a 7 x 11 house which contains five glass windows per side. The front and back of our house contains two windows on the sides and one door in the middle. There are front and back doors. The front door leads to the center of the village while the back door leads to our own backyard.

We build the flooring and the walls. We use our oak wooden logs to build the four corners of the house and build the walls and a basic roof.

By the time sunset starts, we fail to add doors and windows by the end of the day as well as furniture and roof. Last, we add beds and sleep for the night.

The next morning, we wake up and plan to complete the house and organize it. We also plan to start the day by adding both the windows and the doors. However, we plan not to add an iron door as the front door and use the wooden one instead. Just like before, we have to place the fence and gate inside the house to support the wooden door and prevent the villagers from stealing our beds and other items when we sleep for the night.

We gather our materials. When we slept last night, we did not have time to unpack, so we slept while packed which is uncomfortable. Anyways, we add fences and gates inside of the house located near the front of the house. This allows villagers to get a chance to enter our house without permission but only serves as a customer where we would be available. We also add security lines at the back of the house when we add fences and gates that surround our backyard. The backyard has an area of 25 square meters, excluding the borders.

After making our backyard and making sure our house is safe, we add some furniture. The first furniture we add are the chests, so our inventory suddenly becomes less heavy. Still though, some items are still rearranged within the chest on our way to our new home. After adding chests, we add item frames. This is where we store our hotbar items, which are the items designed to be held in our hotbar during our adventures. The hotbar items are the nine items that include the following items: Sword, pickaxe, axe, shovel, hoe, bow, shield, compass, clock, and maps. In our household, we have a total of 18 hotbar items, but we do not have a map yet.

After all, we take a lunch break without eating lunch. This is because we are not hungry yet, and we have not traveled a long distance just yet.

After the break, we spend the afternoon adding more furniture and organizing the chests. We add two armor stands each for our main armor. I have a diamond set while the other has iron

tools and weapons as well as chainmail armor. We also add two tables where each of us can sit to eat some meals whenever we are hungry. We often get hungry when we either run a lot or travel long distances by foot without a horse or minecart. We also add two more basic blocks which is the crafting table to the right side of the house facing north and the furnace to the left, making the left side of the house basically a kitchen side in the middle.

We continue to organize the large chests for the rest of the afternoon. We make sure the types of items are located near each other, so we can stay organized. However, we have to finish the roof, so we organize the chest as fast as we can. After all, we exit the house and continue with the roof. We build the roof, but we fail to finish it by sunset.

With the roof almost done but not completed yet, we return home and get ready to sleep. We unpack our items to the chest, frames, and stands. Last, we sleep.

We wake up the next morning and plan on organizing the house in the morning and then exploring the backyard and gathering with the villagers later on. However, we have to organize the house since the house is a lot more messy. We still have a lot of items we have to organize and which ones we are going to use. In fact, some of the items we used to have but do not use are hidden, and we assume that the hidden items are not there even though they are.

We get ourselves ready. We do not pack up anything since all we are focusing on is just organizing the chests and arranging the types of items into the right place. Inside the chest are the rows of three or six. Normal chests have three rows and can hold up to 27 stacks of items while the large chests can hold up to 54 stacks. That means one row can hold up to nine stacks.

We have two large chests in our house and 18 item frames. We have a lot of items to store though. Two chests combined in our house hold up to 108 stacks of items. The house can store

up to 126 items, 18 of them are mainly used for our hotbar. In our inventories, we can hold up to 54 items during our adventures in or out of the village. This is helpful in organizing the house based on our future plan. Over the years, we estimate that we forget a lot of items and just stick to building mainly using wood and stone as our primary blocks rather than bricks.

We continue to organize the house based on the types of items we use. Obviously, we organize the hotbar items first since we use them so often. The next step is the armor. We forget the amount of armor we can have. That means the house can hold up to 134 items, eight of them are armor, which in turn, are four items each of us wear from the armor stand.

We take our lunch break without eating lunch. We do not think we get hungry so often unless we run a lot of work. All we do is organize, so we just do not need to eat.

After the break, we begin to explore the backyard and make adjustments based on that. We also make plans on using the backyard someday. However, we have to expand and develop the village even more since the village is just less dense. The village area is big but with less population and employment, meaning we have to do something. We will find that out very soon, but we do not know exactly the basic statistics of the village needed for development.

We ran around the backyard in several laps, which is getting us hungry for dinner tonight. We continue to explore the backyard and find a potential place to place our maps if the map is big enough to fit. Otherwise, a small map can fit inside the item frames in our house.

Then, the village gathering starts. We go through the house and attempt to trade with the villagers. However, we are not interested in buying or selling villagers at the time.

After a long day of house organization, we finally came to sunset. Our house is still far from being organized. We plan on finishing tomorrow. Last, we go to bed and sleep.

We wake up the next morning once again and plan on organizing the house. We are then expected to finish the house organization today, meaning we complete the house. However, we remember having a lot of bricks in the past and not losing it. That means the bricks may be more hidden inside our storage units, but we have to find them. This explains why we built our house in traditional materials rather than bricks, but we plan to upgrade the house later on.

We begin to organize the house once again. The chest and item arrangements do not match very well, so we make them match in the morning. For example, all of the food and fuel items in my large chest goes to the bottom row while the building and developing items goes in the middle rows. The extra weapons go to the top row and so do other materials not directly used for building or developing but useful in crafting the items we use a lot.

After my chest is organized, the other chest has to be organized as well. The other chest is not full and contains a lot of empty spaces. This is a good time to place our former useless items into the main chest, so we can use that later on. Such blocks include bricks, clay, job site blocks we do not use. However, we plan to use these to develop the village though.

Finally, we celebrate when the house is organized. We do that when we explore the storage units and how organized we are. We even check the chests inside our chests and find out that many of the items there we have not used since the last journey across the ocean.

We take our break without being hungry. All we do is just plan on exploring the village carefully and collecting some data along the way for the afternoon and tomorrow.

After the break, we pack our items up using our organized skills. From there, we exit the house and go up north while finding plenty of space to build and develop the village. So far, we only spot churches and farms. We first encountered the house and a tall church. We encountered

three more houses along the way and two more churches. We also explore the farm. These are the only places in the northeast corner of the house, and we need to develop more of this. That means the northeast corner of the village just barely has enough houses and jobs to run.

However, we are not done yet. We encounter the second gathering site to the east and then a big house that can hold up to a family-size household which is four villagers. We then explore a big space where we can build a big factory in the future.

After we explore the big space, there is only one house we explore. That house may have one or two villagers, but we cannot go inside. The southeast corner of the village needs a lot of development, but we plan on upgrading the village later on in the future.

After exploring between a third and half of the village, we finally return home and then unpack our stuff out of our inventories. Last, we go to bed and sleep for the night.

We wake up on the morning of Saturday and plan to explore the rest of the village. That means by the time we explore the village by the end of the day, we already know the statistics in order to develop the village and possibly expand it to be big. We also make plans to develop the village and start after the weekend passes. We just have to keep exploring the village more and some places beyond the village that are important.

We eat bread for breakfast since we are hungry. After we get ready to explore the rest of the village, we head outside the house packed with hotbar items and armor. This is because there may be some hostile mobs that can sneak onto us, and we have to defend ourselves in that event. We begin to explore the village where we left off, which is the southern portion of the village. The only building to the far south is the big house where some farmers live. There is nothing else that surrounds the big house, so we must develop that area. The big house holds up to two

villagers with a lot of space. Despite the house being big, it is only a big house with one floor. The south side of the village is to be concluded to require development.

After exploring the south side of the village, we go slightly north and head to the center of the village. That means the southwest corner of the village needs development since that area does not have any structures there for any reason. The south side of the village also has a tall church that is close to the center of the village and our home.

After passing the center of the village, we finally reached the western side of the village. This is the side of the village that is in both the plains and the desert biomes. Despite the village reaching the desert a little bit, the village is fully a plain village. This is the only part of the village where there is a stone cutting station where the mason works.

After exploring the full village, we conclude that there are fewer job site blocks than the number of beds in the village. Excluding the nitwits, there are some unemployed villagers that need a job. However, we can develop the village and make sure everyone in the village is employed. We make a plan a little bit before we have our lunch.

All we eat is watermelon for lunch. We have a lot of watermelons because that was my own favorite food during my childhood. Last, we rest.

After resting, we continue to make plans for next week. We plan on spending about three or six days developing the village. If we have enough time next week, we may introduce the railroad to Robloxia and overall the first of such in America. We have to build enough workplaces and a little bit of the house depending on the village capacity.

Last, we trade with a wandering trader. We buy blue ice for six emeralds, meaning we now have 58 emeralds. We eat apples and carrots for dinner. Last, we sleep.

We wake up next week on Sunday and make a plan. We plan on exploring places beyond the village a little bit. It is Sunday, so we have to read what we believe in before we can go to a church today. There are four churches in the village, but we do not know where to go. We are going to stay home for the morning, spending a lot of time reading. We get to also read several more books about interesting stuff and fun beyond the village.

We quickly get ready for the morning and get out our book. We continue to read the book for the rest of the morning since we have to hurry. Our house has been organized, and we also plan on writing a plan to develop the village even more. We read about believing and construction of the village expansion if we have time in the morning.

The first book we read is about believing. We believe that we are organized. We start off the week with a relaxing day which is sort of. We have to go to church at some point on the first day. On the second through sixth days, we tend to spend our time working mostly and then relax in the evening and early night. The seventh day, Saturday, is a full relaxing day where we get to rest our bodies from all of the work we have done for the week.

After reading about believing, we read more about construction. We plan on constructing new buildings made out of bricks as well as upgrading our house to brick house. The only parts of the village kept traditional are the ones built by villagers, not us.

We take a break without anything. All we do is just read books in the morning. Now we are moving into the afternoon which involves exploring more.

After the break, we pack up fully with hotbar items and armor. We shortly leave the house and exit the village. We begin our journey clockwise and spot the first cave we see. This is where we officially enter the mines where we mine more items. This is also where we get some

supplies in order to develop the village even more. However, we already have a lot of the items hidden in the hidden storage units we forgot a long time ago though. We examine the mines just a bit before moving onto the next parts of the journey. We are heading into the ocean and into the plains where we can expand the village if the current parts of the village that are empty have been developed. We are not there yet, so we just keep moving until we get to the ocean.

We continue to run along the ocean and pass the docks where we just arrived at the village. From there, we explore the hills and run along the south side of the village. We head west and then enter the desert from there. We continue into the desert until we loop back. From there, we go to church and start believing around the gathering time.

After the gathering time, we and the villagers stop gathering and prepare for the night by going home. We unpack our inventories. Last, we go to bed and sleep.

EIGHT

On Monday, we wake up and make plans to spend the week developing the village. We are also going to build new buildings and upgrade current ones that are recently built such as our house to all be built in bricks. We have to keep developing the village and add some houses if we can. Our goal is to get the village to have all 13 jobs listed on the books we read. Only three jobs exist in the village: the farmer, the brewer/priest, and the mason. The rest needs development.

We pack up and get ready to build a new factory in the northeast corner of the village. This is going to be the first factory in America, and the first one to be made out of bricks. Our focus is to upgrade every single building and build new ones made out of bricks, except the ones that have been built by the villagers a very long time ago to respect the village tradition.

Anyways, we head outside of the house and find a place to build the factory. There are a lot of places, but we prefer to build near our house so that way we can gather and relax from the construction site if we ever need a break. We also plan to take a break at home if we can. We are

not sure if we are expected to get hungry at the time, but we assume we do not get hungry for the day. We begin getting out the bricks and begin building. We get a head start since we do not have to dig as many grass blocks as normal. However, we need to add an extra layer of bricks that surrounds the perimeter of the factory. We also dig grass blocks near the front of the factory site. We added some wooden planks as floors and several bricks with rooms for windows.

We take a break as planned at home. All we do is relax and think about what the factory is going to contain. We find out that it is going to have crafting tables and blast furnaces.

After the break, we continued building. After adding about half of the construction, we add windows to the second layer of the perimeter and then a third layer full of bricks. At this point, we add a door and a sign at the front of the building. We also add another door at the side of the building where an existing village trail leads to. This is where we must add dirt blocks and plant them to become grass, so that there is going to be a trail leading to the side of the building.

We also add the roof of the building made out of full bricks. In our building design, most brick buildings have a flat roof rather than decorative ones like the village buildings. We must add a ladder and climb it to reach and build the roof. We continue to build the roof until almost the building is done. At this point, all we need to do is to add torches and job site blocks.

After adding the torches, we place six crafting tables and six blast furnaces. When there is an opening during the gathering time, some of the unemployed villagers come into the new factory and get a new job as the six armorers, whose job is to smelt items for the village. We then celebrate the completion of the new factory and then return to the center of the village.

From there, we return home where we unpack our inventories away. We organize all of the storage units to make sure we do not lose anything. Last, we go to sleep for the night.

On Tuesday, we wake up and make plans to build a huge factory and power the current existing one. The first factory in America is not powered by coal, and it needs power in order to make the production there faster. We also plan on upgrading some village workplaces with coal and adding some campfires in order to support the power and make production much faster. The new job site blocks within the new workplaces as factories are also becoming machines too.

We pack up our basic items to our inventories and also the building materials. The items for building are very important to doing our job. Before we even leave the house, we get hungry and eat bread for breakfast. We wash our hands with the water buckets and dry the hands using a piece of leather. We place both the water bucket and the leather back into the chest and leave.

We leave the house and make our way to the big construction site. The construction site is located west of both the eastern gathering site and the two-story house that has four beds for a family of villagers. We start gathering our diamond tools and get ready for a lot of digging.

We begin digging a lot of grass blocks first. We dig the perimeter of the building site and then dig the area of the site. After digging the entire floor of the building site, we replace the ground on the site with the wooden planks and add bricks in the outer layer acting as a perimeter of the site. Combined together, we add a gap for doors where it needs to be. We add the walls of the building and make room for the windows. At this point, only the roof, windows, doors, light, and the content needs to be built to finish the building. Everything else is done with.

We take a break from building and make a decision of what the building is going to have. The building is planned to become a big blacksmith, introducing the job to the village.

After taking a break, we first add the doors, windows, and signs to the perimeter of the building site. We also add some ladders we can remove later. We use the ladders to climb up the

walls and build the roof of the blacksmith. After building the roof of the blacksmith made full of bricks, we climb down and remove the ladders. From there, we get out our torches and place them on the sides of the blacksmith building. Then, we add interesting blocks.

We add two types of job site blocks: a grindstone and a weaponsmith. This is where the tools and weapons are to be produced or maintained. We add a group of grindstone on one side of the building and a weaponsmith block on the other side of the building. At this point, the building is completed. However, we still have one more thing to do before completion. Both the buildings built today and yesterday are still unpowered, and we plan to power all three buildings built Monday through Wednesday on Thursday. The buildings are almost complete.

We do not have enough time to power both buildings, so we return home instead. We settle down by making our inventories empty. Last, we go to bed and sleep for the night.

We wake up the next morning on Wednesday and make a plan to build at least two work-places in the west near the desert. The west side of the village has been developed a little bit but still has empty spaces where we can build more buildings out of bricks. We plan to build a new restaurant and a cartography station. The job site blocks we are going to focus on is the smoker where the butcher works and the cartography table where the cartographer works.

We pack ourselves up the same way as we did yesterday and two days ago. We leave the village and head west past the center of the village. Shortly after traveling, we spot two sites we can build and depict the restaurant to be on the north side. The two sites are big, but each site is very small. Therefore, the two buildings we are going to build are going to be small.

We first started building the restaurant. We dig the front sides of the floor and make sure all of the floor is cleared for us to build wooden planks as floors. In addition to the floors, we

also build the perimeter of the restaurant made out of bricks. This is where the sides and walls of the building are going to support. We also add more bricks and make room for windows. However, some of the window sites have been blocked in view, so we have to replace the site with bricks. We also add a door and a sign in front of the building. After that, we add windows to the sides of the building before we can even build the roof. We then stop working.

We take a break and make a plan. We cannot believe that the building is not completed by the end of the morning, and we are not expected to complete the second by the end of the day.

After the break, we start adding ladders like always and build the roof made of bricks. From there, we climb down and remove the ladders. We go inside and add the torches. The front of the building has seating tables, and we add four smokers at the back of the restaurant. Now the restaurant is complete, and four unemployed villagers are expected to become butchers.

After we complete the building in the afternoon, we make plans to start building the new buildings where more maps can be made. When the building is complete, it is very useful when we explore new places. That way we can add more maps and make the map big with the village or depicted center of the area in the middle surrounded by a lot of map content.

However, we are not expected to start building for today. We plan to do that tomorrow. However, there are gatherings we miss. We go to the gatherings near our homes at the center of the village. We also check out the other gathering site to the east where some villagers gather. We keep thinking about the second building originally going to be built and completed by the end of the day today but has been pushed for tomorrow due to a small, slow building rate we face.

After completing the restaurant and failing to start the cartography place, we unpack and settle down, so our inventories are empty. Last, we go to bed and sleep for the night.

We wake up the next day, thinking about the missed building of the cartography site. We plan to finish the new and missed site by the end of the morning and make another building near the sea. We have a clear view of what is next after the cartography has been done which is where the fishermen are going to work next. However, our priority is to get the cartography done first before anything else. Then, we can move onto more village development.

We pack our items up the same way we did this week. Shortly after we pack up, we go to the site south of the restaurant. We have the materials with us, so we begin drawing the perimeter of the site by building the bricks of where the site should go. Then, we dig the grass that takes up the floor area and replace them with wood. After making the floor, we build up the walls and add room for windows and the doors. There is only one door site that leads into the building. Not to mention that we forget about powering the new buildings and possibly our house. All factories in the village need to be powered up by the end of the day today. We are expected to have the time to both build the fishermen site near the coast and power the factories.

Finally, we finish the basic parts of the building. Now we have to add the roof. So we add the ladders first to climb up the wall. We built the roof together in no time. We also add the door, the sign, and the windows to complete most of the building. All we need is a torch and the job blocks. We add torches and cartography tables, and the building is finally done.

We take our break and make a plan to power the factories. We return home and gather the redstone if we can and then power up the factories with coal and campfires in a funnel.

After taking a break, we explored the new building for just a little bit. No villagers come into the building so far to claim a job. This may be caused by more job site blocks than the beds in the entire village. What we plan to do today is to power up the factories while in the future, the

village is going to offer all thirteen official jobs. Once the village has all of the jobs, we plan to build more houses to make the amount of job site blocks and beds either the same or have the beds have room for both children, nitwits, and all of the workers to increase the demand.

After planning for a while, we went to the first factory in the northeast. We begin removing the window at the northeast corner of the factory and replace that with a coal block. From there, we build bricks that surround the coal block and keep building until the funnel is twice as tall as the main factory. We also add campfire materials to add steam to the funnel and power up the facility, so we can make crafting tables and blast furnaces powered as machines.

Next, we head to the big smith facility where we turn the facility into a factory by adding the same funnel from the back of the building. We power up the building the same way as we did in the first. Last, we return home as we celebrate our completed goals. Finally, we sleep.

We wake up the next morning and make plans on spending the next two days, including today, to develop the village. After a beef dinner last night, we do not need to be hungry for the rest of the week. It is Friday, so we are aware that we have to spend the weekend soon. However, we are expected to not complete the village to full capacity this week, and we have to wait until next week to complete the village, so we can observe the new culture of this village.

We get ready and pack up both the defense materials and building materials. From there, we exit the house and find a place to build. We plan to build the first fishing station southeast of the main village where some villagers can work by fishing in which the job site block is the barrel. The barrel is where the fish and other sea materials are stored.

First, we dig the grass trails and extend it to the beach and the beach docks where we just arrived at the village. This takes until the middle of the morning. From there, we find a spot just

south of the main beach and build another wooden platform for fishermen to start fishing during work. We extend the platform sideways to allow fishermen to fish from the building. This helps us determine where to start building the shelter where most workers would stay for the day.

We begin tracing the area with building bricks to help us build. From there, we dig the grass and add the flooring with wooden planks, the same ones as we build the platforms for the fishing work. After adding the flooring, we turn the perimeter of the building into walls with some room for windows and doors. There are two spots for doors, one is the main door, and the other is for fishing only without exiting the building unless swimming.

We take a break for a while and make plans to finish the small building. We are very slow paced in building unlike the normal times. It seems like only one person is working.

After taking a break, we continued on to the new fishing building. Even after we complete the building, we still have to test the area to see if the fishermen can work here. As we get close to completing the building, we add some torches and doors. We add signs that indicate that the building is for fishermen to work on. After adding the sign, we are almost done with the building. All we need to do is to add the content in there and determine the capacity.

Originally, the building was going to be big, but digging an extra layer of grass seems to become too expensive, meaning we can only build so much of this. Finally, we add three barrels, representing the capacity of three fishermen workers to work at the new job site location.

Finally, we are done with the building. All we need to do is to begin gathering with the villagers near the house. We attempt to trade with several villagers, but we are not interested due to the fact that we already have the items we own at home and no upgrade. As we get close to the night, we return home and settle down by unpacking. Last, we go to sleep for the night.

We woke up the next morning on Saturday. Because the weekend starts, we plan to not do very much. However, we do not even have time to develop the village this weekend, but we do for next week. Even if we develop the village, another requirement is upgrading our house from traditional materials to brick materials which takes almost a whole day to complete. Plus we are also planning to develop the rest of the village today by having all thirteen jobs in the village.

We pack up and get ready to go. Once we are sure that we are ready to start building a huge set of buildings by the end of the day, we takeoff and head to the first location. The first location and project we are going to build is the fletching station, being depicted between the new fishing station and the big smith factory. However, there is trouble ahead.

As we run past the church, a creeper sneaks between the church and a house. It hisses and explodes, damaging the area a little bit as we just barely dodge the attack. Just as we examine the damaged area, we get closer, and another creeper sneaks up. It hisses and explodes, which deals some damage even more to the area as well as attacking us a little bit.

As a result of the two explosions, we are forced to repair the area with the materials that we just gained after the explosion. We mostly add dirt to cover most of the affected place, but the two iron golems sometimes get in the way which delays the rate of repair. We continue to add dirt until we get to the surface. While the dirt on the surface is becoming grass, we repair parts of the building. Some of the original building materials are lost, so we replace them with materials we already have such as stone, which makes the buildings look weird in some form.

After repairing the affected location, we take a break for a while before making big plans in an attempt to develop the village in just half the day. However, we need a lot of work. While the villagers continue to relax, we are the only ones responsible to develop the village to attract

more villagers and make even more villagers to help with the big village that offers all of the jobs with every single economy listed in the village that we are going to develop. But we still have not even started the big development in which we are doing soon.

We begin developing the village more by adding traces of bricks up to half the height of the normal walls with several rooms for windows. However, we enclose all of the walls on the first layer because we do not know where to place the doors yet. We continue site by site to add even more traces of bricks without actually building the workplaces yet. This happens all over the place from areas near the smith factory all the way to the northwest region of the village with a desert where we finally make a library trace near the end of the day.

After making traces throughout the afternoon and the village, we finally return home and unpack our inventories. Last, we go to bed and sleep for the night.

NINE

On Sunday, which is next week, we wake up to a new set of tasks as well as the ones that we are still facing as of now. We still have to develop the village, but priority is upgrading our house and introducing the railroad into America. This makes the plan that we are expecting this week. We plan on spending today upgrading our house into brick and then spending the rest of the work days developing the village in all thirteen villager jobs and the railroad.

We pack ourselves up and make sure that all of the clays we have are turned into bricks. However, there is only one stonecutter in the entire village that we can just use. We go there with the clay and make sure we have enough clay to upgrade. We also find clay near the coast and get some more. With all of the clays, bricks, and existing brick blocks we have, we have enough bricks to upgrade our house to the modern building design.

We return home and get some ladder from the chest. We place them on one of the walls of the house and climb up the top. One step at a time, we mine down the old materials used to

make the house. We cannot burn the house as burning can also mean burning the whole floor as well as ruining our decorations and storage units of the house. Once the roof is torn down, we tear down the walls as well, which makes up the remaining materials we need to make room for the upgrade. We also have to be careful not to break something like glass. We tear down the doors but keep up with the fences and everything. The inside of the house is unaffected.

We take our break after the morning of tearing down the exterior of the house. We may or may not be hungry at this point depending on how much we work.

After the break, we begin gathering all of the bricks and trace the exterior of the house that is based on the old design but with bricks. We began rebuilding the exterior of the house after the whole morning of tearing down. This does affect the item frames, so we already have the item frames with us that we can place at the end of the day.

We keep building the house exterior with bricks and also making room for both the doors and the windows at the same time. We just take the window, so we can upgrade the house more easily. We eventually finish the basic exterior of the house, which is the house full of bricks but no roofs to decorate. We are getting there in just a little bit.

After rebuilding the house exterior with bricks, we cut down the bricks to make the roof of the house. Both the exterior and the roof are going to be made full of bricks. The interior walls are also going to be bricks since that is the cheapest we can make. It is nearly impossible to make the difference between the exterior and interior walls at this point.

After upgrading the house into bricks, we celebrate the upgrade with praying at a nearby church and seeing the new house design that we are so excited for. As sunset comes, we return to our upgraded house and place back the item frames. Last, we sleep.

We wake up the next Monday morning and get ready for the official work. We set a time to start working based on the other behavior of the villagers and the standard ones. We plan for today to build a yard building for railroad crafting and warehouse with tracks leading to and from the yard. This is going to be served as the yard, warehouse, and the sheds. We are expected to finish the main building and a little bit of the system for today.

We gather our materials to begin building for the day. The materials we bring are mainly bricks for the walls but also includes wooden planks for the floors and cobblestone to place some first rails in America. We already have the rails stored in our chests that we have never used since the last trip here. However, we are going to use them today.

We leave the house and find a spot to begin the journey. We pick the spot between the eastern gathering place and the ocean. We also dig a front of the building from the gathering place and the sheds facing the ocean where the minecarts are supposed to depart. We begin tracing the perimeter of the yard with bricks and make room for a few windows, doors, and big doors. The facility may either serve as the minecart production or may also become the sheds for an iron golem if we have enough iron blocks to build iron golems.

After building the walls, we make the yard big. Unlike regular buildings, the facility is planned to have a height that is two or four blocks higher than normal. Normally, we build up to four blocks high, including the roof. Now we are building six or eight blocks of height to the yard to allow riders to safely ride the minecart in the sheds.

We take a break in the middle of the day and make plans to finish the yard today. Shortly after we finish the yard, we add the content inside the yard and include all types of minecarts in the shed. The minecarts mainly consist of passenger and freight cars, but we do not have the skill

to couple the train and craft an engine. As a result, the early plans of the railroad consisted of single units of passenger minecarts or freight cars pushed by a driving minecart.

We also add the crafting tables and chests. The crafting table is used to make minecarts and add any other blocks onto the minecart to make a different type of minecart. At this point, the yard is nearly complete, but we need to add some rails and room to shunt. We add the rails inside of the sheds with a connection and several point switchers.

However, we only plan on adding rails outside of the loop line we are planning to build for tomorrow. We are only adding a portion of the loop line by adding the switchers. The loop line is going to be one track only and not two tracks. We plan to upgrade that later. As a result, the yard is nearly complete, but the system is not as complete as before. After a while of building, we return home and unpack our stuff to storage. Last, we go to bed and sleep.

We wake up the next morning where we make plans to spend the entire day building the village loop line which circulates the whole village and touches the center of the village. There is no southwest region of the village, so the loop line is planned to not touch many places there. We plan to add several stations to the village depending on the popularity and major parts within the village. However, villagers tend to not travel far, meaning our project is an experiment.

We actually get ready by wearing armor first followed by filling up our hotbar items. We pack up the rest of the inventory by adding items we need for the building. We mainly need the cobblestone, dirt blocks, rails, and redstone items in order to start the experiment.

After getting ready, we leave the house and start the experiment in the yard. From there, we meet the junction between the start of the line and the yard tracks. We add levers all over the place, so we can be able to switch the tracks if we need to do so. Next, we begin digging grass

blocks to make room for cobblestone, so that way grass does not grow on the tracks. We tend to place cobblestone on the sites where it used to be grass. We start digging the grass clockwise and place cobblestone along the way. I dig the grass while the other places are cobblestone. Together, we continue to keep digging and replacing grass with cobblestone until we reach the grass trail. We get some gravel and place them on the former grass trails to make a railroad crossing.

After the crossing, we build more rooms for the tracks to be placed for tomorrow. For example, we place cobblestone along the steep hill where we would need powered rails later on when we get there. After climbing up the hill, we continue to dig along the southern side of the village. At this point, we cross another trail near the farming house at the southernmost point. We dig north towards the center of the village since the southwest corner of the village has not been developed yet due to expenses on the hills and separations by the hill as well as near the desert.

We take a break near the center of the village just west of the church. We do not eat lunch since we are not hungry yet. We plan to finish just the cobblestone project by the end of the day.

We continue into the center of the village and make gravel cross the big grass trails. The site goes along the line in which the restaurant doors are near the tracks with caution the next time villagers enter or exit the restaurant. We reach the center of the village and build west in order to provide rail transportation into the desert side of the village and then build up north.

Once we build up north, sunset comes. We are still not done with the loop just yet. We still have to cover the northern side of the village with rail connections there as well as the mines that we cover and mostly forget. We enter the night from there.

Finally, we enter the last part of the village and build room for the tracks there. It mostly covers the eastern side until the yard. Last, we hurry home and sleep.

We wake up the next morning and make plans based on what we have done so far from yesterday. We only built the basic parts of the line with cobblestone only that took us well into the night. Yesterday, we slept close to midnight, so we skipped unpacking and continued to sleep with full inventory and armor. This morning, we still have armor and full inventory, so we can get the railroad experiment done and have enough time this week to develop.

We are already ready at the start of the day, so we just leave the house and go to the start of the railroad line in the village. We follow the cobblestone and gravel trails to help us add the rails. Together, we add the rails and decide where to place redstone-powered rails such as the detector rails, the switcher, and the powered rails to help minecarts move fast.

We continue to add the rails by going counter-clockwise this time. We attempted to make the minecart go one direction at a time at first, but then we decided to make the system both directions with one track only. It would be too expensive to add two tracks on the experiment, since there is not enough demand for the railroad system to work. Villagers tend to not travel far from their beds. The railroad system is more useful during gathering times.

As we move along the eastern side of the village, we add powered rails and detector rails whenever we need to place them. Minor hills and major hills tend to slow down minecarts. Even the smallest hill that a minecart cannot go up with our full force, meaning we require powered rails near the hills. We already have experienced this experiment where a minecart with our full force would not go up one block and would require powered rails.

We took a break in the middle of the day where we just got done with the northern side of the village. Basically, we are taking a break in the western desert side of the village where I would stay in place while the other ventures into the restaurant to get the food for lunch. After

the break, we continue to add the rails along the trails we just built yesterday, including the narrow trail between the village buildings and the restaurant. We also added a central station near the restaurant and the center of the village. We still continue down south.

We continue down south by adding several powered rail areas to help minecarts speed up the hill all the way into the southwest corner of the village. Shortly after powering several rails along the western and southern side, we finally completed the loop.

All we need to do is to test the system. We only have time for one direction which is the counterclockwise way since we are in America. We go to the yard and hop on the minecart. We test the experiment. The experiment went so well. We stop at stations if we ever need to get off. All gathering places have at least one station. We only have time to add more stations when there is more demand to that. We end the test and go to sleep at the start of night.

We wake up the next morning, hungry in the process. We have a completely different plan for the day. Instead of focusing on the railroad system, our main focus for the next two days is to get the village to contain all thirteen jobs and expand the village to allow enough villagers to fill up the new job site blocks we are going to develop. We plan on making the places for fletchers and shepherds today, and leatherworks and librarians tomorrow.

Since we are unpacked this time, we take our time to get ready as fast as we can. We wear armor first followed by our defense items. Finally, we pack our building items up. From there, we leave the house and go to the nearest building trace. The site is near the blacksmith facility, and that is planned to become a workplace for fletchers.

We spent the morning working and finishing the building for fletchers. The building is big but not as big as the already existing blacksmith. From there, we finish building the brick

portion of the building. All we need to do is to dig and replace the floor from the grass to the wooden planks. We collect some plants and flowers along the way. Once that is done, we add a door and windows on the sides of the building. The building is almost done. We add torches inside and a sign in front of the door that indicates the building is for fletchers. Finally, we add sixteen fletching tables in the building which completes the workplace before break.

We take our break around lunch time. While most villagers eat their lunches from the farms the farmers provide, we save our hunger for meat dinner.

After the break, we move onto the next building we are going to make. We are going to make a workplace for shepherds, so they can use the loom for work. Unlike the fletching station, the looming station is going to be small to make village developments fast and complete by the end of the week. We transform the building trace into a real wall with bricks and rooms for both the windows and the doors. We locate the doors too.

Once we are done with the walls, we dig the grass blocks and replace them with wooden planks inside the area. After the wooden planks, we add the doors and the windows. We also add a sign that indicates where the shepherds work. We add torches and then six looms. The building is almost done though. However, we have to add the roof which takes a lot of work. I add the ladders to the back of the building and climb up from there. We add bricks together which completes the roof and overall the entire workplace. After completing the building, we tear down the ladder and stop working for the day. We went back home shortly then.

We return home in front where the villagers gather. As the villagers get ready to end their gatherings, we get ready for the night too. However, we were hungry, so we saved for porkchop. Last, we cook porkchop, eat it, clean ourselves, and sleep for the night.

We wake up the next morning and get ready for work the last time of the week. We are so excited for the upcoming weekend. However, we still have two more job places to build left which are the leatherworks and the library. There are currently 11 jobs to choose from, but next week is going to see all 13 village jobs to choose from in this village. We just have to work hard the very last time before we can all relax and move onto the next weekend or so.

We pack up our items with armor first and then the hotbar items. After that, we pack up our essential needs and building materials. Once our inventory is complete, we go to the new site of the leatherworks. The building is just a trace, but we are completing it today. We build up the walls along the perimeter of the site. We dig grass and add the wooden planks on the ground.

After adding the wooden planks, we add doors and windows. We also add ladders to climb up the building for a little bit. We then add the roof from there. After adding the roof, the building is almost complete. All we need to do is to add the content and the torches. We add torches and signs to the site. Finally, we get to add the content inside.

We added nine cauldrons, so nine leatherworks are to come later on. The array of the site is 3 x 3 where most of the workplace is filled up for. We explore the newly completed building and explore it. We add water in all nine cauldrons, although a spill happened in the process.

We take a break and do not eat lunch. We are not even hungry yet, so we are fine. All we do is discuss building a library around the center of the village.

After the break, we continue onto the next building project. We locate the site to be at the northwest corner of the center of the village near our house. We add bricks to make a perimeter and area of the site. We then add up the walls with some room for doors and windows. We also locate the front of the library which is the entry the closest to the center of the village. That

means the library is located between the plains biome and the desert biome. We continue to add more bricks until the wall is complete. From there, we add doors and windows. We even add a sign that indicates that this is a library. Our village that we are in does not have a library, so this is the first library in the village. This may not be one in the network. Before, other villagers have to travel from town to town to get items or needs that are not present in the village. Now the villagers can get everything in one village that we are developing as of now.

Just like before, we add ladders and build a roof. We build a flat roof without any type of decoration as the decoration would be too expensive to build. Finally, we add torches and three lecterns. The rest of the space is for library books, chests, and other tables.

After completing all of the commercial buildings this week, we get ready for the night. We make plans for the weekend and go to sleep at the beginning of the night.

TEN

On Saturday, we wake up the next morning and plan on moving onto the next step. The next step is to determine how many more beds and houses can we build to meet the capacity of the village. We do not know the ratio of beds to job site blocks right now. That is the main goal for today, which is to find out the ratio between the beds and job site blocks. From there, we can determine how many more beds we can make and how much village development there is.

We gather our materials that are needed for the day. We mainly need the books with a quill in order to write the statistics of the village in terms of capacity. We begin the journey up north a little bit and count the number of beds and job site blocks. We write the amount of job site blocks by type and the number of beds as the population of the village. We then continue to go east and then south until we count more brewers and thus, more job capacity.

We also count the amount of job site blocks there in new buildings and factories. This means that we are seeing more job site blocks than beds. We continue down south and count the

amount of content along the eastern side of the village. We also count the statistics between the east loop trail and our house, including the area where it was blown by two creepers. Just down south of that is the minecart yard and a big smith factory where there are a lot of job site blocks, which means we are seeing more jobs than beds. We also spot some farms throughout the village as well as more jobs that we just made. Just beyond the smithing workplace comes new job site blocks for different industries. Then we cover the entire eastern side of the village from there.

However, we are not done yet. We take a break in the southern tip of the village and do not eat any lunch. However, we are expected to get a little hungry by the end of the day today.

After the break, we continue to count the number of beds and job site blocks on the western half of the village. The big farm house that is one story has only two beds. We count about 75% of the village's current statistics as the southwest corner of the village has not been developed yet. All we do is count on the northwest corner of the village. We continue to count all of the buildings at once just by peeking. Sometimes, we count different buildings and tell the information to each other. After all, we make it to the finish line and conclude the trip. We write the final information in our books to be used next week when we develop.

We conclude that there are 74 total job site blocks and 14 beds. The amount of job site blocks in the village is about more than five times the amount of beds. Thus, we need to add at least 60 beds in the whole village which requires next week and possibly the following week. Not to mention that we count as the population, so there are 16 beds in total. We conclude the statistics before gathering with the villagers without trading and get a little hungry.

Even though we are a little hungry, we are saving that for a big dinner tomorrow. We unpack our inventories to our storage units. Last, we go to bed and sleep for the night.

We woke up the next morning. It is Sunday and the new week. We make plans to spend time planning for the village development and begin the plan by researching and digging major trails for the development. We only plan on focusing on the major trails as we are going to get into minor trails and buildings later this week. We then plan to spend the morning reviewing the stats of the village before we can even begin digging trails later today.

Instead of getting ready like normal, we get out our book notes and read them. We review that we need at least 60 beds and come up with different types of houses. There can be a small house where it can hold only one bed. We know that the village is not on flat land, so we must choose a variety of houses based on the land. The next house is like a farmhouse that can hold up to two beds with one story only. The largest house to choose is the two-story house that can hold up to four beds and is perfect for a family village home.

After coming up with different types of houses and how many houses we can make, we can finally begin digging the trails. We take a map at the village and find out that the main road that goes from west to east must end at the beach where immigrants can come from. We dig the trails and remove the tall grass if needed. This is hard work. We continue to dig until we reach the beach and the docks. Now there are two ways to get to the beach.

We take a break without eating lunch. Even though we are hungry, we are not eating until the big dinner time. We make plans for the afternoon.

We move to the southwest corner of the village and begin digging trails from there. I dig the trails from the west side of the village, and the other digs from the south. I dig south towards the corner while the other digs west until we meet. For me, I dig the sand in order to place dirt blocks and move onto the grass section of the trails. We continue to dig along the loop trails and

remove the tall grass if needed. However, the night is almost coming. We stop removing tall grass halfway to the corner. We just dig faster and faster around the tall grasses until we meet again. Once that happens, we return to the west side of the village and see that most of the grass has grown. Finally, we dig the grass to make the final trail.

As sunset passes by, we return home and cook chicken for dinner. We eat chicken, wash hands, and dry it. Now we have 15 items per raw meat type. Last, we sleep.

On Monday, we wake up the next morning and make sure that we are able to begin the development of the village. Today, we are starting to lay out where the houses are going to be based on the size and the hills of the village to make development less expensive. The plan for the entire week is to make sure all the houses fill up the southwest corner of the village and other parts that have not yet been filled, with 60 more beds in new houses.

We get ready right away by packing up our armor and other important items. From there, we move to find a place to first build houses and locate them. The first place to build houses is near the fishing area and the yard. We add a two-meter wide minor trail that serves the two houses that is parallel to the main loop trail. This is also known as a frontage trail. It is separated by a railroad track, meaning we cannot build two houses along the main trail loop. From there, we add the two houses, one that is family sized, and the other is single sized.

After developing the small location a little bit, we take our bread like always. We rested for a little bit until we had a plan to spend the afternoon in the southwest.

After break, we move to the southwest where we trace several houses that are all family sized. However, they are in different orientations because of the hills and expense to make them the same. We argued about the orientations of family houses and where to place residential

streets within the southwest corner of the village. Since the plan is to have 60 beds, the corner can either be mostly residential or have the development spread across the village in all corners and sides. We keep the argument intense. I want to build the way I want while the other wants the development to be more organized. We finally came into an agreement to start making the house orientation and space more consistent with one another to allow a street to be developed.

We continue to explore the southwest corner of the village to survey more of the land. The land within the corner is mostly made of hills. The center is at the bottom of the hill while the west is near the top of the hill. We have to make a height difference. Some places within the corner may require the digging of several grass and dirt blocks to make a wall.

Once we conclude the development of the day, we return home and still make plans for the development tomorrow as Tuesday. Last, we go to bed and sleep.

ELEVEN

Meanwhile, we may also be doing something else during the times to develop the village. As we make progress on developing the village, we continue to keep developing the world. This begins as we forget the details between 1782 and 1788, which is a lot of years. We have been making a lot of progress and lots of development these days. We do not make new sets for ourselves but for the whole community. While we keep planning everyday about developing, here is this.

The last time we remembered our details was at the end of 1781. We invented a lot during that time and continued to develop more communities. At the time, we were in the kingdom and not in our continent yet. We began leaving the first village to be developed with new inventions to spread the development throughout the kingdom. At the time, we were simply exploring all over the place. We even develop new communities from scratch rather than from a village.

Our first memory of 1782 was mainly rural because we could not spot the best villages to stop by and develop. Of course, there were lots of villages throughout the kingdom, so we most

likely encountered the villages on the way to our destinations. We did not know the entire map of the kingdom we were in as the goal was to unite them with development and culture. We also do remember when we left the first developed village by boat and traveled through the vast regions of the unpopulated areas of the kingdom. At the time, we were also trapped by hostile mobs, but our tools and weapons prepared for our defense. We did not know where the capital was then, so we were walking and traveling in different directions. This ended when we encountered villages.

Every time we encountered a village, we often stopped by and took some breaks. These types of breaks were often quick, unless we became hungry and ate our lunch for a while.

Once we encountered the village, we began our first step into developing the village. This involved making and expanding a trail to a square boundary. A square boundary is the boundary that surrounds the village. These are often the borders of the village but subject to expansion. As these are the original borders, it is not uncommon for original borders to be the loop trail before the expansion involves residential areas and other areas going a few meters or blocks away from the original border, increasing the village size and thus, making the loop trail between the center of the village and the boundaries of the village, where the population of the village is mostly out of the boundaries. This is because the outer regions seem to be far bigger than the center.

Not only did we develop the villages but also connected them. Connecting these villages required a lot of days and workers to begin with. Sometimes, we connected villages ourselves as other connections were done with multiple workers. These are the basic steps that we did through the less detailed years. Now we are onto the detailed steps into developing more communities.

We did not stay at home between 1782 and 1788 because we often moved. We were also confused by calling multiple places home and staying there for days. Last, we went to sleep.

At the time, we woke up and made lots of plans to develop the kingdom overall. The plans were often quick but followed. They were also repetitive as well, which explains why our experience with development often turned into our strengths. They were two types of development to cover during those types, and these were often very long. They often took weeks or more to develop. As we made those plans, we also considered the materials we needed, the first things to pack up.

Once our plans were done, we packed our items based on that. Often, we packed either a lot of building materials or natural materials, depending on our projects. Starting from the first other village we encountered, we began finding the best route to place a trail between the village we went to and the one we were about to develop. This often took weeks to build at first because these trails tend to be very long. The reason why we need to build a lot of trails was because all the villages before us were not connected by trail and often were not needed. Even the wandering trader did not need the trails, but we wanted to upgrade the kingdom to contain more trails and connect all the villages with them. Since there are so many villages in the kingdom and the rest of the world, it is going to take a while such as years to build and connect them. In fact, the king predicted that connecting the world by trail and boats could take centuries to reach that goal.

We often took breaks in two types. First, we built a trail in segments and stopped in the middle of the day as soon as we saw the sun right above us. Second, we also built more village structures and stopped as soon as the sun was above us. Depending on where we left off, we may or may not eat some lunch. This also depends on our efforts to build and distracts by mobs going through our worksite. We also took breaks in different areas and for sure away from our houses.

They were two parts of the main projects. They also varied by different lengths, which depended on the length and size of the village as well as the distances between the two we were

about to connect. We also remembered that we were clearly connecting the developed village to at least one undeveloped village before the undeveloped village became developed. These varied from only a week to months to build. Our first ten villages varied by distance and did not require additional workers to help develop faster. It just took so much time for the two of us to build a huge project. In fact, it was 1783 by the time we developed ten villages and connected them.

Another part of developing the kingdom was upgrading existing villages. These were the cheapest methods to develop the kingdom rather than starting a new village or town from the very beginning. Developing was easy as we often laid out an original border by the loop trail. We used the loop trail to determine the boundaries of all blocks so far until the village was done.

Every time our project was completed, we double checked and often made changes when we needed to fix something. Finally, we celebrated the completion and then slept at the end.

However, not only do we have to develop the village in the basic way but also deliver items from the developed village to the developing village. The first items to arrive at the developing village were the materials needed to develop. Even when the village was developed, all the needs and wants from the newly developed village needed to either be produced or imported from others. We often spent a few days up to a week in the newly developed village before the next project.

In the kingdom, there are two sides that are bordered by each major biome. The southern and warmer side is most populated, and the dominant biome is the regular forest and plains. The northern side is less populated, and the dominant biome there are both snow and taiga biomes.

However, there are some other minor biomes within the kingdom caused by some groups of mobs, excusing the area from the dominant biome. We encountered these types of biomes and

considered them the best place to waste some items when they cannot be used. Not only do these biomes not allow farms and villages but also provide other sources that may be important as well. However, these biomes do not even take up half of an entire region within the kingdom.

We were developing multiple trails and expanding some villages in the southern kingdom as half of it. This takes place from 1782-1785. During these years, we already know that some of the villages and trails can only be done in weeks while larger versions of each project can take up to months to complete, even with a lot of workers. We went through every corner of the region.

These years we do not have a home because we often move around every once in a while. We almost got a home when we found one village that we were interested in developing.

During the last two years from 1784 and 1785, we were in the northwest corner of the region and almost in the middle of the kingdom. We were building lots of factories and other workplaces when we expanded one of the regular villages. The village is pretty normal but not the capital of the kingdom yet. We invested in lots of time and effort to work on expanding the regular villages and placing lots of factories, causing a lot of industrial activity in the new city. The village quickly resembles more like a town followed by a city in a matter of weeks with us.

However, our main and largest project of all took place in 1785 where we spent months connecting and centralizing all the villages throughout the southern half into our village we are about to develop. This village, or even a town, happens to be home to the king as we can tell by a developed castle and a nearly developed town too. All we did was modernize the city by working to expand it the same way as we expanded villages. This is so big some villages can be suburbs.

Once we expanded two cities big enough to cover multiple villages as suburbs, we began to explore the whole southern half and saw the population trading a lot more than ever before.

However, we were missing the northern half of the kingdom, which is cold, as well as the west side of the kingdom. Although the west side of the kingdom is still part of the southern half, it is not part of the actual region because it may be too close to a medium island. In fact, the kingdom may be known as a large island surrounded by a cold sea or ocean and a major continent. For the years from 1785 and 1788, we were working on developing the other regions but more difficult.

Near the end of 1785, we crossed the border to the northern region for the second or third time since we came up and made the one village-building in 1777. The border was intentionally located between the temperate biomes and the taiga biomes. The taiga biomes tend to be located north of the temperate biomes. Temperate biomes can be divided into dry and wet versions, with the wet version being the forest and the dry version being the plains. Plains can also be caused by deforestation, which can be why not all plains biomes are located in a dry place. The taiga can also be divided even further because we may enter a warm, cold, wet, and dry taiga. The warm taiga does not usually have snow, and the more forest a taiga has, the wetter it is, even with snow because that is how the world works. We encountered this when we traveled up north in the cold.

Generally, there are a few villages and communities in the other regions than the main one in the south. This was why we tended to develop a village from scratch along the borders of the regions in the middle of the kingdom. However, we were not limited to the main island but also to multiple smaller islands and either parts of entirely another island that was half the size.

During breaks of the years from 1785-1788, we often went indoors because of the cold. We did not like eating food and relaxing with everything on, so we unpacked our stuff for a bit.

The way we developed the regions were similar. The only difference was the types of materials needed to develop. Despite having only a few villages to develop, we spent twice the

time at the colder villages than at the warmer villages. This was because our favorite wood was oak, and we were not used to spruce. Another reason and the main one was the effort to plow the snow as well. Once we plowed the snow, we filled up our inventory so quickly. This is because only sixteen balls of snow is allowed in our inventories, and it seems to never melt. Additionally, we also had to plow a lot more snow than the ones under the trails because we wanted to add the trails to connect the colder villages. The problem was that the work was expensive and required a lot of plowing. We often had to upgrade our shovels by either repairing or crafting a new one as even the diamond shovel may not be able to survive all of the workload throughout the region.

Once we spent at least two or more years in the colder region, we returned to the western region, which is separate from the southern region. The west has a small population similar to the north but contains more minor biomes than the main region. This causes the region to contain a few villages to develop, which also causes us to have a small workload that is easy to do too.

Once the entire kingdom got developed, we noticed that we were not done developing the whole extent. This extent comes to the other side of the ocean to the west where we wanted to go and see the differences. We made final plans for another adventure to the next continent to live.

We boarded our own boat and left the main island to signal that it was already developed. We managed to survive our voyage to the continent and landed along the coast of Robloxia.

TWELVE

After making reflections about what we did between 1782 and 1788, we now return to work for 1789. During this year, we now move back into the time to worry about now than before. Before we begin our work, we make plans based on the shape of the village and the development of the site overall. We consider the whole village as one site of a settlement, though it can be divided into multiple sites where each site must hold one building or room. Finally, the plan is finished.

We begin to pack our materials up with the hotbar items being the first. We then pack up other items such as building blocks and some other important items too. However, we may have been planning to build so many houses because our village can hold so many villagers. This can mean we may not be able to finish our project in a reasonable amount of time but can change. As we head outside the house, all we do for today is simply choose the best spots to build a site.

This means we head outside the house and explore the undeveloped part of the village as the southwest corner of the village is the most undeveloped area of the village. In fact, we have

not been able to hire so many additional workers to work together for the work to get done. We do not even have a structure for the village as well because the village, like all the villages that we have been before, has been behaving the same way. Our goal is to expand the village, so we can make more profits. This comes down to the details we need to cover in order to develop the whole village. Not only do we need to listen for the development and production but also the way we are able to make sure everything is done on time. We should not go off of our plans.

In the middle of the day, we take a break and have not eaten lunch yet. This is because building and planning does not require a lot of work or risk. It is also safe without hostile mobs.

In the afternoon, we began leading a few workers to make progress on the expansion. We do not usually work on one part of the project but divide the work into areas and houses about to be built. We normally go in order from southeast to northwest with the southwest being between the two corners. The northeast corner is already developed enough not to require lots of work as the other three corners. All we do is simply explore the village by the corners to see the sites.

During the last few hours of work, we plan to miss part or all of the daily gathering since we need to lay out all of the residential properties we are about to build. We lay out properties of the village by terrain and not a grid. This is because the village is not flat, and elevation varies by property. Each property can also have hills too steep to become too expensive to develop. This is because the cost to build and completely fill up the village is more than the benefits due to a plan to spend only a few days to build. The planning comes as if we have a lot of workers. However, we do not have enough workers, so we need to work a lot better tomorrow. Our work day ends.

We return home and begin placing our hotbar items away. We then take off our armor and deposit all of the other items from our inventory to the chests. Last, we go to bed and sleep.

On the second day of the second half of the development, we woke up and planned to continue the day with just laying out bricks and not building the wooden floor yet. We also plan to build the wooden floor as soon as we are done with laying out bricks of all the properties. Since there is a lot of work that needs to be done on the outer side of the southwest corner, we plan to work for half the day there. The other half is planned for working on the northern two corners later.

As soon as the plan is done, we get ready the same way as yesterday. We also pack about two books, one for reading, and one for writing. Both books should help us guide the development of the whole village. While we walk the workers to each site to finish laying out, we read our books and write them in order to think of ways to do better. One way is to decide between the terrain and the grid. The layout for every village we develop always consists of the center as the downtown area followed by a traditional section of the village, which is the outer ring there.

While we may have developed the village in less than a month, this village is going to be the biggest development ever for us. This is because we have to decide between terrain and grid. The grid is our new method of developing a village. This means a traditional village at the center of the larger village followed by zones of village suburbs like we call this. Officially, this should not be called a village but rather a town or city, depending on the total population of the area. As each zone is reserved, we assign them as either residential or work zones. This is the new plan.

During the middle of the day, we take a break the same way as we did before. This takes place much later because we have to wrap the work up on the southwest corner of the village.

After break, we moved onto working in the northern side of the village. We begin on the northwest corner of the village where the desert is. The corner is known for having parts of the village in parts of the desert. Despite the majority of the corner being in the desert, the materials

of the structure do not fit the biome theme. Instead, the theme fits in with the rest of the village to unify and not divide into different biomes. Villagers must have used the more expensive way to build the traditional village and expand up to parts of the desert. Since most villagers live on the regular side of the village, the materials mostly come from the normal biomes and not the desert, which means that the materials have come from either a temperate forest, plains, or both.

Meanwhile, we have been laying out each of the new properties with bricks, all of which are residential in order to gain more population of the village. Each house has different sizes due to the different terrains for each property site. Finally, we finish off the day with just one more site to lay out on the northeast corner of the village. This is the only site there and is small.

Our work day is done, and we return home to prepare for the night. We do not eat dinner because we do not get hungry as often as before. Last, we go to bed and sleep for the night.

On the third day, we wake up and plan on building the wooden floors for all the houses. Before working on that, we need to hire multiple workers from the village and outside of it to speed up the progress. We also remember for the last two days of not doing much work because we have to do a lot of small production like producing bricks with a lot of clay. As we work and lead the development project, we need to read to find out why village expansion is our main goal.

We pack up the same way as the last two days but plan to use more wooden planks. We also think of doing every work we can do. We start off the day by digging out the grass and dirt one by one all by ourselves. We separate and work on each side and corner of the properties.

By the time we get the digging done, the day should almost end. This does not mean that digging takes more than a day to build because now we have enough workers. We transition from

building to reading because we want to know the reason for more profits. First off, we predict that our new revolution is going to attract more villagers and immigrants. This means demand is going up, so we are building and expanding the village to keep up with demand. We always have the demand for the building materials needed to work on the project. However, we may not have enough quantity to build the entire project. This is where the wandering trader may help us.

It turns out that the time it takes to dig all of the grass floors goes through the whole day. As a result, we return back home and settle down. Last, we go to bed and sleep for the night.

The next day is very similar to yesterday but involves building instead of digging. We get back to work and observe both us and our workers in order. We can see the workers do their hard work on the floor. Because building the wooden floor is much faster than digging grass for the same area, the job is done in only half the day. The other half of the day is reserved for us and the other workers doing something else. We are doing something else because we know that there is something to fix. On the horizontal main trail, the rail tracks have a slope in the middle of the intersection, meaning we need to fix it. The reason why is because villagers may run into trails and may be too steep. The work is not too extreme because we have to dig out the gravel as well as removing the tracks for a bit. We alter the terrain and make the trail smoother at the end.

The next day, we begin building more of the houses for about half of the project but do not have to overall become half of the project. All we do for the day is simply build more of the houses using just bricks and nothing else. Since bricks are our main, planned material for every new building, this part is going to become the biggest section or segment of the whole project.

Once we get to the checkpoint by completing the walls of the first floor from the south side of the village, we return home and settle down. Last, we go to bed and sleep for the night.

For the next three days, we wake up and plan for these days. On the first day of the plan, we are going to begin building the houses in order and also by size. By far, the majority of the houses we are building can hold up to four villagers. The smallest houses can only hold either one or two villagers, depending on the storage demand. We never build medium houses because we can hold more house properties and adjust. This means the small houses are 5 by 5, 3 by 3 interior.

Once the plan is done for the next three days, we spend the first day with just the small house. Also, we only build using bricks and nothing else at this point. This means we have to do a lot of work along with other workers. In order to build the walls, the workers and us must lay more bricks on top of the first layer of the walls. We decide for us and our workers to determine the location of the doors and windows. For the small houses, the doors are located at the front and back ends of the houses while the windows are located on the sides. Doors and windows are to be located at the center position per side. Once the four walls are completed, everyone is given ladders to climb up and help build the roof. Since we are about to be behind schedule, there is no way that we are going to have enough time to decorate the roof to keep up with the culture.

Once the first day is done for the plan, we return home and celebrate. All of the smallest houses have roofs and do not need bricks to finish the house. Last, we go to bed and sleep.

On the second day of the plan, our work is mainly around the first floor of the big houses. We begin our work by getting ready and traveling to the southwest corner. We have our workers use the same process of building the big house as the small houses with a lot of difference. These big houses require a lot of work and multiple windows on even the first floor. Unlike the small houses, the big houses are not a square but a rectangle. Depending on the terrain, the rectangle can either be horizontal or vertical, meaning we divide the big houses into two types. The basic

structure of each big house has four windows and two doors, though this could be wrong. For the horizontal house, there are two doors. The front door is located at the center while the back door is located at the right side. There are three windows for this type, two on the sides and one on the left side. For the vertical house, there are two main doors and four windows on the sides.

On the third day of the plan, we begin the morning with finishing all of the houses on the north side of the village and the small houses on the west side. This comes after we have been working in the rain yesterday afternoon. We try to finish all of the second floor walls but fail to do so for today. This is because we have to build the stairs first, which is either located on the back or on the right side of the house, depending on the type. We get to a good checkpoint.

Once the third day of work is done, everything is already done for the plan. This means we need to plan tomorrow. We settle down and relax for a bit. Last, we go to bed and sleep.

Our whole project is supposed to be done and opened up by today but is not even close to being done yet. As a result, we plan to recruit and hire more villagers or other workers to speed up on each project. We need at least one or two workers per house while we build two more buildings for our next revamp after the development. We also plan to go mining for more goods and earn a lot more profits in other areas. This means we are part of multiple organizations or companies.

For the next few days, we begin the day by welcoming more workers from abroad just to help build the project while we do something else. When it comes to doing something else, this means we take a break from the village and go mining. Mining is basically a lot of work for us.

While we mine, our construction workers finish the second floor walls of all the houses and have a few steps to do. In fact, only one or two workers are needed for a small house but a

big house requires at least two workers. Once all of the walls of the big houses are done, roofs are next to be built. At this point, all small houses are complete with both walls and roofs but not everything else except the wooden floor. Most big houses do not have roofs at this point, not even the basic, flat ones. Suddenly, the workers finish all of the roofs quickly and together.

Once all of the roofs of the big houses are complete, the workers begin to get doors and windows to fill in. They also need torches to complete the lighting of the house. Because there are enough workers per house, they build the doors first and then the windows. They also install two torches per floor because the dark side of the house is supposed to be used for sleeping.

Once all the doors, windows, and torches are complete for all sizes of houses, workers get the basic furniture such as the bed, a chair, a table, and a chest. These are the default furniture of the first phase. Once villagers come into the house, they get to decide which furniture to have. Once the basic furniture set is installed at all houses, everything is complete for the project after some overnight workers speed up the time it takes to get the entire project done for now.

Meanwhile, we have been spending days in the mines, just finding a lot more ores and some other new ores for us. While we have not encountered new, stronger ores, we have spotted a lot of familiar ores in large quantities. However, these large quantities of familiar ores are for the village and not for us. This means we are working and getting a lot of supply to the village.

Finally, we are able to return to the village after days of construction and mining. We are also surprised to see our entire project being done and ready to open. We deliver a lot of supplies from the mines and process them to the factories. This is good for the factory business there.

We can also do everything we want, and I am smart enough to know at least part of every job I have known. We help the village workers produce and craft a massive amount of goods for

both the village and abroad, and a large network of trade is not too far. We also exchange money as a result. Here is how profits work for us. We have been spending weeks building a lot with the costs associated with just producing the capital goods needed to build a lot of houses. Plus bigger houses cost even more than building smaller houses. However, more buildings that hold more residents attracts more settlers to come and buy the new properties, so there are more profits.

This is only part of the trade we can see. As we work in the mines, we are gaining some supplies, so we gain some money somehow. Because these supplies are not for us, we give them to the factory to make a final product before they get shipped away to the world. This is how we give away goods that we produce. In return, we gain more immigrants from abroad to settle in their new homes. Most of these immigrants settled down in the southwest corner of the village as it contains the vast majority of the new homes built. They are also going to work near the center.

For one day, both traditional and new villagers wake up and have not met each other yet. However, this begins to change when the villagers exit their homes and meet each other at work. There used to be almost empty workplaces, but now they are full. During the early morning and gatherings, the streets of the village get very crowded. We end the day by meeting new villagers.

Once we are done welcoming new villagers, we settle down at home and stop working. As we settle down, we come up with new ways to structure the village. Last, we go to sleep.

THIRTEEN

As soon as the development is done in weeks, we are able to welcome about seventy villagers as new settlers. This is because we have been building nine small houses. Out of nine houses, five of them do not have backyards and can hold two villagers. This means small houses hold a total of fourteen villagers. There are also fourteen big houses that have been built as part of the site, and each big house holds four villagers. However, the population of the village is getting big.

As a result, we need to build two more buildings near our house and use them. We cannot observe the village alone, so we have to hire a combination of villagers and iron golems. Not all residents in the village are villagers because we are the only non-villagers to be counted in the population. Speaking of population, we plan to build a bigger building in order to represent the population and also the state. We should not only stay in the village but also represent the state.

The building site between our house and a few factories are for the two houses that we are about to build. However, these houses are not residential houses but houses to represent the

population of both the village and the state. We build the template of the building and lay out the walls and the floors. Because of the terrain, we place the site in such a way where we do not have to dig out the grass blocks in order to replace them with wooden floors. All we do is place the wooden planks on the site and build the walls up. As soon as we are done with the first floor of the building, we begin to dig out a template for the court. The court is closer to our house though.

We spent the second half of the morning building the second floor of the long building. This long building involves a long first floor and a cubed second floor. The second floor may be used for meeting with representatives throughout both the village and the state. We also make plans to send some of the villagers or representatives out into the state. We may also explore the whole state and spend years doing so. Just recently, we have been waiting for years for a stable government to take place after the previous one became unstable and failed. We can change this.

In the middle of the day, we take a break and may or may not eat lunch. This is because we have been spending a lot of time building but do not run a lot unlike mining or fighting.

Once the middle of the day is over, we continue building the second floor of the library. This is because the long building's first floor is going to be a library where librarians are to stand near multiple lecterns. The reason why this is a library is because the library provides ways to propose, write, and make the rules. Above the main library is the second floor as the place for the meeting such as voting. Once we finish the second floor, we are given enough time to decorate the library with the dome. The dome is much more needed because it represents an official site for a government. The court is also going to be given some decorations as well, like our house.

Once we are done with the main library, we continue onto the court. Because the village is getting big but serves as the capital of the state, we can add a job site block such as a lectern

and hire a librarian to become the judge. This is because librarians may be the closest to being an official though. We finish the walls of the court and then the roof all together. Since there are a lot of workers and a few buildings to work on, the two buildings are done this afternoon. All we do is simply build the roof of the court and decorate it to fit with the culture. Once we are done building the most important buildings, we explore the two new buildings and its functions.

However, we are missing the executive house. That is our house, which is us because this is the traditional way to govern the village. In most villages, iron golems are the ones governing the village by kicking out hostile mobs away from the village while the villagers follow natural behavior throughout a network of villages we have been to. This is the basic start to regulate.

Once we build and set more rules to just this village, we settle down at our house and get ready for the night. We relax and throw everything away to the chests. Last, we go to sleep.

We wake up the next morning and plan to write and know about the branches. This is because we have to understand the federal government first before we can do something as a state and local official. First off, the federal government is designed to become the top level of federalism with the next two being the state and local governments. The village we are in serves as both state and local federalism. We do not want to altar the village and get surprised by federal officers though.

Before we get into the details of organizing the village and consider even more projects and building, we have to understand that we are not completely independent. This village is part of the state and also the whole country, meaning that we have to understand a few details to this.

Let’s start with how congress represents the people, including villagers. Everyone must be a constituent of a representative because congress is designed to have its members represent

the population by equal amounts. Since there are states with the lowest population, these states are to have at least one member of the House of Representatives. However, there are two houses in Congress, and the Senate is designed to represent the equal number of states, regardless of the population. In total, each state has at least three representatives, one or more from the House, and the other two are senators. Now we can apply this to the small scale in both village and state. We also have to learn about the other parts of congress and how they affect our country as well.

Next, we need to know how the checks and balances affect congress. Towards the other two branches, they can check their power. However, congress cannot do everything and can also be checked as well. This is to make sure none of the branches are more powerful than others.

Congress should have expressed, implied, and inherent powers. Expressed powers are for finances, defenses, and commerce. This is just the general overview of the powers. However, this is not a complete list, and we must understand the basic concepts or parts of a whole to this. We get out a book because we do not know how we are governed nationally. We then gain some of the books from the library. This is where the government layout happens for us and the nation. We then begin reading parts of the book in order to understand how we can make lives better.

The Constitution gives Congress the power to raise money to run the government through two means—levyingtaxes and borrowing money. In giving Congress these powers, the Framers sought to address a major weakness of the Articles of Confederation. Under that document, the national government could ask the states for money, but it could not force the states to supply it. In practice, Congress had difficulty obtaining the funding it needed.

Article I, Section 8, Clause 1, of the Constitution expressly grants Congress the "power to lay and collect Taxes . . . to pay the Debts and provide for the common Defense

and general Welfare of the United States." For much of the nation's history, the majority of tax revenue was generated by tariffs. A tariff is a tax on goods imported into the country. Another important source of revenue was the indirect tax. An indirect taxis a tax levied on one person but passed on to another for payment to the government. Today the federal government collects indirect taxes for products such as gasoline, liquor, and airline tickets. The seller simply includes the tax in the price of the product.

The Framers of the Constitution limited the use of the direct tax, or a tax an individual pays directly to the government. Article I, Section 9, Clause 4, says that direct taxes have to be levied in proportion to a state's population as determined by the census. This provision was meant to reassure slaveholding states, who feared having to pay taxes on their enslaved populations according to a one-to-one ratio instead of the three-fifths ratio used for counting slaves in the census.

However, there are limits that we must understand that Congress cannot do. This is very important for us to govern the state we are about to live in. Here is another text in details.

The Constitution was meant to create a stronger federal government, correcting the weaknesses of the Articles of Confederation. Still, the Framers included a number of checks on congressional power.

The separation of powers, which distributes government powers among three branches, is the strongest check on congres-sional power. The Supreme Court's power of judicial review, which is implied if not spelled out in the Constitution, checks the power of Congress to pass laws deemed unconstitu-tional. The president's veto power, although subject to override, also checks Congress's lawmaking powers. Moreover, because Congress relies on the executive

branch to carry out the laws, a president who is not pleased with an act of Congress can limit the effect of congressional action through lax enforcement of the law. A president may also apply his or her own interpretation of a law. These interpretations are sometimes expressed in presidential signing statements when a president signs a bill into law. Presidential signing statements are discussed in more detail in Section 5.

In addition to the limitations inherent in the system of checks and balances, the Constitution specifically denies Congress certain powers. These are detailed in Article I, Section 9. For example, Congress was forbidden from prohibiting the slave trade until 1808. It was also forbidden from making laws that might favor one or another state's ports or from placing a tax on articles exported from any state.

The Constitution includes several clauses that protect people's basic civil rights. Article I, Section 9, Clause 2, bars Congress from suspending the writ of habeas corpus, a court order that forces the police to present a person in court to face charges, except in cases of rebellion or invasion. Habeas corpus is a Latin phrase meaning "you have the body." The purpose of the writ is to prevent a government from holding people in secret or without charge.

Congress cannot pass a bill of attainder—a law that punishes a person without a trial. Ex post factolaws, which criminalize an action that took place in the past and that were legal at that time, are likewise forbidden by the Constitution. Ex post facto is another Latin phrase, meaning "from after the fact."

However, we also need to learn that we need committees to get the state running.

Think about the challenge of making laws for the entire country. No member could possibly have or acquire all the knowledge needed on the topics the House considers. To help

provide this sort of expert analysis, the House has a system of committees and sub-committees, each concentrating on a specific area of public policy.

The House has 20 standing committees, or permanent com-mittees. Standing committees address the major areas in which most proposed laws fall, such as agriculture, the budget, and the armed services. For a list, see the next page.

The House Committee on Ways and Means deals with taxes and other revenue-raising measures. Ways and Means also exercises oversight on big programs such as Social Security. Because the Constitution says that all bills dealing with taxes and revenue begin in the House, the Committee on Ways and Means is a congressional powerhouse.

Standing committees typically have at least four subcommittees. The Appropriations Committee has 13. Subcommittees take an even narrower focus than a committee. So, for example, the Armed Services Committee may have subcommittees dealing with air and land power, sea power, and more.

The House sometimes creates select committees to carry out specific tasks not already covered by existing committees, such as investigations. Select committees are usually created to serve for a limited duration. The Speaker, with advice from the minority leader, appoints all members of select committees.

The House and Senate sometimes form joint committees. Such committees address broad issues that affect both chambers. For example, the Joint Committee on Taxation advises Congress on tax policy.

Another type of committee formed by both chambers of Congress is the conference committee. You will read more about conference committees in Section 5.

After reading a little bit about the book, we begin moving onto the next chapter, which is about being a president. Being a president can be important but cannot abuse too much power.

The Constitution states, "The executive power shall be vested in a President of the United States..." (Article II, Section 1, Clause 1). "Executive power" means the power to execute, or carry out, the nation's laws. The president carries out this duty as chief executive. It is the president's responsi-bility to see that government programs are carried out and that the laws passed by Congress are implemented.

The Constitution also names the president commander in chief of the nation's military. As commander in chief, the president has the authority to order troops into action and to call them back home. This power is a significant one. While it is Congress's duty to declare war on other nations, more often than not, U.S. forces go into action at the direction of a president and not because Congress has declared war.

As foreign policy leader, the president has the job of formulating the nation's plans and procedures for dealing with other countries. This can involve negotiating treaties and receiving foreign ambassadors. The president also directs the activities of the country's ambassadors and its diplomatic efforts. Diplomacy is the art of negotiating with foreign governments.

The Constitution specifies that the president will set the government's agenda, or outline of things to do, during an annual State of the Union address. This duty makes the president the nation's chief agenda setter. Often, the State of the Union address includes a number of specific programs for Congress to consider enacting into law.

After reading about the presidency, we move onto the next chapter to the executives.

A bureaucracy is any organization, either in government or the private sector, having the following features: a clear formal structure, a division of labor, and a set of rules and procedures by which it operates. The bureaucracy associated with the U.S. executive branch is called the federal bureaucracy.

The federal bureaucracy contains all the agencies and departments of the executive branch, including the office of the vice president, the Executive Office of the President, the executive departments, and the independent agencies. As the chart on the next page shows, there are three types of independent agencies: independent executive agencies, independent regu-latory commissions, and government corporations. You will read more about each type in Section 2.

To pay for its operations—the programs and services it provides—the federal government relies on collecting revenue, or income, and borrowing. The revenue comes in the form of taxes, fees, and other non tax sources.

The Medicare tax is a proportional tax, or a tax that is applied at the same rate against all income. Since this rate does not change according to the amount earned, the Medicare tax is also a regressive tax.

Other taxes include excise taxes and tariffs. Tariffs are taxes on imported goods. They are also referred to as customs duties. Customs duties were once a major part of federal revenues, but the government has been trying to move toward "free trade"—trade without tariffs or with reduced tariffs.

The federal government does not always cover its expenses by collect-ing revenue. When it does not, it borrows money. The Constitution gives Congress the power to borrow money,

and the federal government does so by selling bonds. A bondis a financial instrument by which a borrower agrees to pay back borrowed money, plus interest, at a future date. Thus, a person may buy a $50 bond based on the promise of getting $100 back at some later date.

Historically, the government borrowed money only in emergencies. A war, for example, could place heavy financial strains on the government. Economic depressions could also cause a steep drop in government revenues, leading to budget deficits. A deficit occurs when government revenues are lower than expenses. In such cases, the government might borrow money until the emergency has passed.

Each year, Congress creates a budget that tells how much the government will spend to fund its various programs. The two types of spending are mandatory and discretionary.

The first type of federal spending is known as mandatory spending. Mandatory spending is spending required by laws and not subject to the annual budget process. A large percentage of mandatory spending goes to entitlement programs, or government programs that people are entitled to by law, such as Social Security. Government cannot deny funding to such programs without changing the law.

The second type of federal spending is discretionary spending. Discretionary spending is spending subject to the annual budget process. Congress is able to use its own judgment when deciding how to allocate discretionary funds. It is from this pool of funds that the government must pay for any optional program or activity. Discretionary spending today makes up about 31 percent of the entire budget.

The budget process deals with how to allocate the discretionary funds. Recall that once the president proposes the budget, it must still be passed by Congress. Creating the budget,

therefore, is a collaborative effort between the legislative and the executive branches. The pool of discretionary money is limited, though, and disputes often arise between Congress and the president. When the president's plan for the discretionary funds does not match that of Congress, approving the budget becomes a long and often laborious process.

More than a plan for bringing in and spending money, the federal budget is a reflection of the nation's priorities. It also illustrates how the branches of government compromise. The president and Congress must decide which programs receive funds and how much funds they should receive.

By the January prior to the start of the fiscal year, in time for the State of the Union address, the president's budget is complete. In addition to offering spending proposals, the massive document estimates revenues and spending several years into the future. These estimates show the long-term effects of all the president's recommendations.

The president must present the budget to Congress by the first Monday in February. From that point on, budget work takes place in Congress. Congress uses the president's proposed budget as a guide for its discussions. Congress reviews the president's proposal and makes any changes that it deems necessary.

The Congressional Budget Office (CBO) assists Congress in this work. The nonpartisan CBO was created to provide expert economic analysis to Congress. Congress can then make its own judgments about the economic effects of various proposals and ideas.

Congress's first steps are to agree on the grand totals for revenue and spending and to pass a concurrent resolution, which will guide its future budget work. The resolution is not signed by the president and does not have the force of law. In order to write this resolution, the

House and Senate Budget Committees hold hearings to gather input on the budget from the members of Congress.

Each year the government takes in an amount of money equal to about 20 percent of the gross domestic product. It also spends and borrows a similar amount. Government spending and borrowing have a huge effect—both positive and negative—on the economy. Increasing taxes, increasing government spending, and borrowing money can all cause the economy to shift.

By creating the federal budget and tax laws, Congress and the president are making a fiscal policy for the United States. When the government alters the amount of money in circulation and the interest rates at which money is borrowed, it is creating a monetary policy for the United States. Together, fiscal and monetary policies help the federal government work toward a four-part economic goal, which includes economic growth, low unemployment, stable prices for goods and services, and a balanced budget.

These are parts of the examples of the text we have been reading the whole time. We do not understand everything though, and this is why we are hiring more people to understand. The only missing branch we have not reviewed is the judicial branch, which is what we need.

Judicial independence is a cornerstone of our judicial system because it helps to safeguard the rule of law—the belief that no person is above the law and all persons are entitled to equal justice under the law. If people are to have confidence in the law's impartiality, they must know that judges cannot be unduly influenced by those in power.

The courts are where people go to settle disputes according to the law. In fulfilling this function, courts perform three basic tasks. They determine whether a law has been broken

and what penalties can be applied. They decide how to provide relief for those who have been harmed by the actions of another. If necessary, they determine the meaning of a particular law or of the Constitution itself.

There are clear, if complicated, rules outlining which has jurisdiction over what types of cases. Jurisdiction means the authority to hear and decide a case. In general, state courts hear matters of state law and federal courts hear cases that involve the Constitution or other federal laws.

Concurrent jurisdiction refers to cases that fall under both state and federal jurisdiction. Concurrent jurisdiction applies when cases involve residents of different states and the amount of money involved exceeds $75,000. The plaintiff, or person making the legal complaint, can file his or her case in federal or state court. Under certain circumstances, the defendant, the person against whom the complaint is filed, can insist that the case be tried in federal court.

Whether a case is heard in state or federal court, the court that first hears it is said to have original jurisdiction. If the case is appealed to a higher court, it then moves to the court that has appellate jurisdiction.

The Constitution does not go into great detail about the judicial branch or its structure. Article III, Section 1, states simply that "the judicial power of the United States, shall be vested in one Supreme Court, and in such inferior courts as the Congress may from time to time ordain and establish."

In its first session, Congress passed the Judiciary Act of 1789. This act fleshed out the details of the Supreme Court. It also proposed a three-tiered structure for the federal courts. The three tiers were the district courts, circuit courts, and the Supreme Court. While the

federal judicial system has been altered in various ways over the years, the basic three-tiered structure laid out in the Judiciary Act of 1789 has remained intact.

District courts are spread throughout the country and serve as the trial courts of the federal system. That means they have original jurisdiction over nearly all the criminal and civil cases heard in the federal system. Criminal cases involve violations of criminal laws, such as those against murder or kidnapping. Civil cases involve disputes between private individuals or groups, such as over money or property.

The U.S. Supreme Court occupies the top tier of the federal court system. The Supreme Court is mainly an appellate court—the ultimate appellate court, as a matter of fact. Article III, Section 2, of the Constitution does list a few instances in which the Supreme Court has original jurisdiction: "Cases affecting Ambassadors, other public Ministers and Consuls, and those in which a State shall be Party."

The Constitution gives the president the power to nominate all federal judges, whom the Senate must then approve. Presidents typically take four factors into consideration when making nominations: legal expertise, party affiliation, a judge's judicial philosophy, and the approval of the Senate.

The primary judicial check on the legislative and executive branches is the power of judicial review. As discussed in Chapter 3, judicial review was established in 1803 by Marbury v. Madison. Because of Marbury, the Supreme Court has the power to rule on whether laws or executive actions violate the Constitution.

The appointment process—involving both the executive and legislative branches—is an important check on the judiciary, giving the people a say, through their elected

representatives, on who will be their judges. But what happens once judges are in office? Can they be removed?

Congress has the power to impeach and remove judges from office, but it is not easy. The Constitution says that "Judges, both of the supreme and inferior courts, shall hold their terms of office during good behavior" (Article III, Section 1). Article III judges have no set terms and may serve for life.

The Framers thought that making judgeships permanent would help ensure judicial independence. It would free judges from being bullied by other branches of government or by the public. Even when it has set term limits for Article I courts, Congress has been careful to make the terms outlast any president's term of office.

Since the failure to impeach Samuel Chase, discussed earlier in this section, it has been understood that political views are not sufficient grounds for removing a judge from office. Seven judges have been removed, all for serious misdeeds such as taking bribes.

The Constitution further protects judicial independence by saying that judges' pay cannot be reduced during their term. This helps to protect the judiciary from undue political pressure or influence.

The amendment power offers another way for Congress and the states to check the judiciary. An amendment can make a formerly unconstitutional act constitutional. Both impeachment and the amendment power are difficult processes. The Framers made them that way to build a strong barrier protecting judicial independence.

The Supreme Court was not always the powerful institution it is today. In its early years, it was held in low esteem, and a number of prominent figures turned down the job of

chief justice as unworthy of their interest. Over time, however, the Supreme Court gained in prestige and authority. Even as it gained in prestige, the Court also underwent political shifts that mirrored—slowly and often belatedly—the shifts in society at large. This process of evolution continues today.

It took a few years after the founding of the new government for the Supreme Court to fulfill Hamilton's vision. The change began with the 1801 appointment of John Marshall as chief justice. Marshall was a Federalist and as such took an expansive view of the power of both the Supreme Court and the national government in general. By the end of his 34 years on the Court, the judiciary had become an equal partner and a full participant in the system of checks and balances.

Choosing a Supreme Court justice is one of the most significant decisions a president and the Senate can make. Because they have such a long tenure in office, justices can profoundly affect the nation for many years. Not surprisingly, the process of choosing a Supreme Court justice can become a high-stakes political battle.

Presidents use the same basic criteria in choosing a Supreme Court nominee as they do in choosing any federal judge—legal expertise, party affiliation, judicial philosophy, and a sense of the nominee's acceptability to the Senate. But under the intense scrutiny of the media and interest-groups, presidents act cautiously.

The Supreme Court term begins each year on the first Monday in October. The Court remains in session until June or July. During this time, the Court hears cases, writes opinions, and carries out other duties. In general, the Court session is divided into blocks of about two weeks. During one block, the justices sit on the bench, listening to lawyers present

their cases. This period is followed by another block in which the justices work behind closed doors to make rulings, decide what cases they will hear in the future, and issue orders on minors.

Helping the justices in their work are several dozen clerks. These are recent law-school graduates who help do research, evaluate requests to have cases heard, and write drafts of opinions. Today, each justice typically has four clerks to assist him or her.

A key task facing the Supreme Court is deciding which cases it will consider. In general, the Court chooses which cases it wants to hear. These cases come from three categories.

The Court typically hears only a few cases each year in which it has original jurisdiction. Such cases are those involving foreign ambassadors or the U.S. government, disputes between states, and disputes between one state and citizens of another state or country.

The most common way for a case to come to the Supreme Court is on appeal from a federal court of appeals. When a party is unhappy with an appeals court ruling, it asks the Supreme Court to issue a writ of certiorari(suhr-shuh--ee), an order seeking review of the lower court case. If the Court grants certiorari, it agrees to hear the case. If the Court denies certiorari, the ruling of the lower court stands.

A less common route to the Supreme Court is through the highest state courts. If a state case has exhausted all appeals and involves a question about the Constitution or federal law, the Supreme Court may grant certiorari. Otherwise, the ruling of the state court stands.

The Court's full review of cases, complete with briefs, oral arguments, and written decisions, is called plenary review. In addition to the 100 or so cases that the Court gives full plenary review each year, the Court also disposes of some 50 to 60 cases with brief, unsigned

court orders. For example, a court order may direct a lower court to reconsider a certain case in light of a specific Court decision. In these instances, the Court does not read briefs, hear oral arguments, or issue a written opinion explaining its reasoning.

After spending so many hours and possibly days reading parts of the book we purchased from the government, we now understand how much we should govern the village. To begin the process of a stable village and state, we first have to apply all these details into the village that we already have. Next, we notice that the villagers are behaving very well in the village but may not behave as much in other parts of the state or country. This is where we need state officials.

One day after knowing almost everything for the government, we begin the day in order to execute the behavior of the village. We watch our own congress do their jobs by proposing the next few steps into the future and new rules for the village. We then continue to execute more of the village behavior by getting multiple paper copies. Sometimes, I either sign or veto the paper to determine if they become a new rule or not. This is because villagers can naturally behave. At last, we check the judicial part of the state and village. We explain the meaning of the rules and declare some of them constitutional or unconstitutional. Now we can propose something new.

For so many days knowing about the government, we return back home to prepare for a new night. We settle down and relax for a little bit. Last, we go to bed and sleep for the night.

FOURTEEN

With a new type of government at the center of the village, we wake up and propose some sort of new technology coming up. We remember mining a lot of redstone down in the mines but do not know how it works in the first place. After some flashbacks about the connection between the redstone and its functions with traps by hostile mobs, we are able to know redstone power and then use it to power up the world. We also plan on experimenting more with redstone to learn.

However, it turns out that the village we have been living in does not have the structure of redstone power. Throughout the next couple days, we begin our first project with redstone as the network of the power grid. This is our introduction of the power grid in our country and starts at the Robloxia port near the minecart factory. We spent the whole day building a combination of wooden planks with redstone dusts on top and redstone blocks as well as repeaters for power.

Redstone components are the blocks used to build redstone structures. They include the power components (such as redstone torches, buttons, and pressure plates), transmission

components (such as redstone dust and redstone repeaters), and mechanism components (such as pistons, doors, and redstone lamps). We have been coming up with ideas to use redstone. All we do for the next couple days are both building redstone structures and experimenting with them to see the results and interests. It turns out that we can craft and start simple things like powering the light, so the light only turns on when it is dark. Redstone can also be used to help open the doors, turn on lights, turn on railway components, and transport materials within factories.

After experimenting and becoming interested in redstone, we both write a summary and instructions on how to build the structures. This is important to copy and teach new builders. The redstone components are a big part of the whole redstone structure and contain the types. These generally involve the input causing the function to run and different results for the output.

Power components create redstone signals, either permanently or in response to player, mob, and environmental activity.

A block of redstone provides constant power. It can be moved by pistons. It is always on and powers adjacent mechanism components (including those above or below) and adjacent redstone dust. It also powers adjacent redstone comparators or redstone repeaters facing away from it but has no effect on adjacent opaque blocks.

A button is used to generate a pulse and has two types: wooden and stone. It can be attached to any part of most opaque blocks. If the attachment block is removed, the button drops into the item form. A stone button stays ON for 10 ticks (1 second), while a wooden button stays ON for 15 ticks (1.5 seconds). A wooden button can also be turned ON by an arrow that has been shot at it. In such a case, the button remains ON until the arrow despawns (after one minute) or is taken. While activated, a button and its attachment block both power adjacent redstone dust

(including beneath the button, and beneath and on top of the block), and all adjacent redstone comparators or redstone repeaters facing away from it. They also activate all adjacent mechanism components (including those above or below).

A daylight sensor can be used to detect the time of day. If exposed to the sky ("sl" greater than 0), remains activated while the sun is in the sky. A daylight sensor blocked from the sky ("sl" equals 0) remains activated while the moon is in the sky. While activated, a daylight sensor powers adjacent redstone dust (including beneath it), and all adjacent redstone comparators or redstone repeaters facing away from it, at a power level proportional to the height of the sun or moon in the sky. It also activates all adjacent mechanism components (including those above or below). A daylight sensor has no effect on adjacent opaque blocks.

Mechanism components are blocks that react to redstone power by affecting the environment – by moving themselves or other entities, by producing light, sound, or explosions, etc. For example, there are two village bells, and at least one of them can obtain redstone power. A dispenser is used to automatically affect the environment by throwing items. When activated, a dispenser ejects one item. If multiple slots are occupied by items, a random item is ejected. The effects of being activated vary with ejected items. A dropper is used to eject items or push them into containers (including other droppers). When activated, it ejects one item. If multiple slots are occupied by items, a random occupied slot is chosen for ejection. If the dropper is facing a container, the ejected item is transferred into the container. Otherwise, the item is ejected in the direction the dropper is facing, as if the player had used the Drop control.

By the time we have experience with redstone power, Robloxia begins to grow so much that we consider either changing the name or modifying the symbol of the village. Because of the

large size of the village, it represents more like a town than an actual village. However, there are a lot more things than a town, so we came up with the idea that we call the place Robloxity. For one day, we have been living and exploring Robloxity with most of our predictions correct.

Once we wake up, we make daily plans and get ready for work. However, the predictions are not just for one day but for the whole week. We either begin the observation on Sunday or Monday, depending on how we feel. For now, we can begin with Sunday and observe. Villagers are still living their normal day but more crowded. The major time of day is the gathering as we run a weekly mass at the two gathering sites and ring the bells with some redstone power.

For the work week, we begin a normal day and watch the villagers commute to work. For most of the day, we explore the whole village and occasionally help the villagers work by using our redstone power knowledge. This causes the productivity to go up as redstone power allows the materials to become sorted within the factory. We help transfer items from the warehouse to the freight minecart and push the freight minecart out towards destinations within Robloxity and beyond. Once we are done with work, we join the village gathering and ramp up trade. Once the time gets dark, we all go to bed while the detectors automatically turn on the street lights.

On Saturday, we begin to relax and read more about the unknown details of redstone. We work on experimenting with more redstone and then using different calls for new results.

FIFTEEN

After leading the redstone revolution, we plan on leaving Robloxity and wrapping up the work that we have done so far. This is because we want to explore new locations and not stick to one forever. There are so many locations to choose from, but our plan is to either travel west or south to the next destination. Not only do we plan on leaving the village for good but also helping to spread the redstone revolution to other locations within the country as well like the southeast.

Before we pack up, we notice that we need two boats, and that all the boats contain one chest each. It is best for all of our items to come with us during the next trip. Before we sell the house, we pack up the items from most important to least important with us. During the trip, the total carriage can hold up to two large chests with two boats, meaning a boat can hold up to one mob and a large chest full of items. The boat storage consists of a small chest and an inventory.

After packing up, we have to work so hard to fit all of our important items out to the boat. Some of the most important items are taken directly in our inventories. Other items need a lot of

work. For example, we need to hire multiple players, workers, and also help ourselves to getting the remaining items from the house chest to the boat. Some of the items needed to be transported a little bit by minecart with a chest before being stored in the warehouse. Once the items are in the warehouse, we head towards the shore and place the two boats as well as two chests there. As a result, we are able to then transport the remaining items from the warehouse to the boats. Once all of the items make it to the boat with a chest, we return back home and double check things.

Even with the two boats with a chest, they are not able to store all of the items that we are on demand with. The least important items are then staying in the village where they are going to be sold in the market for good. Once we double check everything, we are ready to leave and row along the east coast while sailing southwest. This is the beginning of our next voyage to move.

Boats can support two riders, including mobs. Except for enderme, a mob cannot exit a boat and is trapped until the boat gets destroyed, or until the player uses a fishing rod or lead to remove the mob. This can be used to transport mobs, although hostile mobs still attack while in boats. Mobs riding a boat don't despawn, and don't count toward the mob cap.

A player cannot both move (row) and use items at the same time. It is still possible to initialize an item (e.g. start eating) and row the boat while the item is still in the middle of the animation. Although the boating animation overrides the item use animation, the item can still be successfully consumed. This does not work with items that are triggered by the release of the use button (e.g. bow, trident).

Boats can completely nullify fall damage for itself and any mobs riding it, making it useful for transportation through mountains or through the Nether. However, we are not there yet in the nether, and we are still a few months or years away from being in the nether to live.

At the beginning of the next day, the wind pushes the boat east while we sleep and not bother the directions of where the boat travels. As a result, we wake up well into the ocean and have no idea where we are going at first. Luckily, we have a compass that tells us that the land must be close enough to reach within a day. Another way we can have a sense of direction is the sun. The sun helps us to travel because we know where the land is, which is on the other side of the sunrise.

Oceans are vast expanses of water, going from sea level all the way down to the ocean floor, which is at a depth of roughly Y=45. The seafloor is fairly hilly, featuring multiple peaks and valleys, and is mostly covered by a one-block layer of gravel, though some clay, dirt and sand patches may generate near the peaks. Ravines can occasionally generate on the ocean floor, forming underwater trenches. Some seafloor peaks may reach high enough to form islands on the surface of the ocean; these islands are typically small and may have very sparse vegetation with very little grass and oak trees. The seafloor is often covered with seagrass and kelp, with "forests" of kelp frequently reaching close to or even touching the water's surface. Fish, squid and dolphins frequently spawn within oceans. Shipwrecks and ocean ruins generate within all oceans, while deep ocean variants can occasionally generate ocean monuments.

Survival in ocean biomes themselves is impractical due to all the water. A player who camps on an island in the ocean faces a rather difficult situation. Ocean biomes are quite vast; one might not find the mainland for hundreds or even thousands of blocks. This means that whatever resources found on an island might be all the player has if the player is unwilling or unable to venture out. This is true where we stop in the middle of the day at the small island.

After spending the middle of the day at the boring island, we return to our boats and sail against the wind towards the mainland. As we head south, the mainland is a lot further than when

we head northwest. That means the shortest journey to the mainland is the northwest, but our goal is to head south. Because of this, all we do is head simply west and experience more mild and warmer weather than being on the mainland. As we head towards the mainland, we stop by some interesting locations under the ocean. For example, we encounter both a shipwreck and an ocean monument. I am the only one diving into the ocean, but I have to resurface very quickly.

Shipwrecks resemble classic vessels or caravels sunken into the sea. They generate in one of three ways: upright, keeled sideways, or upside-down. In many cases, they are missing their bow (front) or stern (rear), mast, and multiple other blocks, giving them a damaged appearance; however, it is also possible, but rare, to find them completely intact. They consist solely of wooden materials, including logs, planks, fences, slabs, stairs, trapdoors, a door (if the ship is upright), and up to 3 chests, depending on rotation and intact sections of the ship. The bow is supposed to generate one chest (unless upside-down) while the stern should generate two, and the whole ship generates a maximum of three chests, regardless of the ship's rotation or condition. However, there are some instances in which chests that are usually generated in a shipwreck section are missing. All variants of overworld wood (except acacia) are used in the shipwreck's structure, but only two wood types are used per ship. Warped wood and crimson wood are not used in shipwrecks, as they are only found in the nether.

Once we know the structure of a shipwreck, we get the idea of building a ship one day. At the end of the day, we sail along the east coast. Last, we go to sleep and let the boat drift.

AFTERWORD

AFTER READING THIS BETA VERSION, how many corrections and recommended edits do you think I should make? If there are corrections, do not worry as the final version of this story is going to come somewhere around 2024. Also, this is a story part of the series. There are many more stories that would be made in the series than this one. This means that another story as well as the following stories will continue and contain and end after this story.

Between the middle of 2021 and 2022, expect that more Minecraft stories are to be published and released as their first versions while other series have been released. These stories have an attempt to take place in the same universe as the other three series to be covered. Due to the stories taking place between 1700 and 1900, three other series are sequels to Minecraft.

THANKS

Thank you to everyone that I know to come up with Minecraft. Thanks for all of the content that you have made as well as some support that makes this first story possible.

GENER
GUZMAN

I was first raised in a family where I would do a lot of crazy actions being a kid. I then felt like I kept on being a small kid during the early years, thinking I will be that small forever. This is not true as I gain a lot of skills that adults would do such as writing and producing videos that gain popular views. I have a YouTube Channel called GeneralEpicStudios in which is the central site for me if you want to go to my other profiles linked everywhere to connect with me. I made one or two series of shows about grounded that grew my channel even bigger, with two or three seasons of grounded videos produced in 2015. After that, I began to teach lessons at the school experiences at Roblox between 2016-2019. I bet this story and all the other stories from the four series can grow this channel even more. In the 2020s, I am looking forward to producing three more series of grounded videos and four series of books with visual adaptations. These are all of the works that I am looking forward to producing, which I feel is basically the future.

READERS GUIDE TO MINECRAFT III

Coming Soon

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A new revolution is coming from an isolated man who discovers new ways to change the world much faster than everyone else. Steve upgrades exisiting civilizations with factories, railways, new government ideas, economy, and redstone electricity with help from a friend Alex along with others friends. The revolution then begins to spread to the rest ofthe world.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.

MINECRAFT III

Gener Guzman